
Subject: Cubase Help

Posted by [brandon\[2\]](#) on Sun, 15 Apr 2007 17:10:08 GMT

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Ok... I have discovered the CueMix software that comes with MOTU 8 Pre. This software can act as a direct monitoring board that I can easily lower the stereo output mix from cubase and boost the volume on material being recorded.

Easy, simple and effective.

BUT that still doesnt fix the issue I am having within Cubase.

I still can not get it working with DX plugs.

I should be able to insert a DX plug into the channel I am recording to and hear realtime effect correct.

I remember doing this inside of PARIS.

I tried letting the play button run and still nothing.

Even during recording nothing.

During playback of a recorded track it works fine.

I swear I used to use Amplitube in realtime monitoring in PARIS.

I can't get it to work in Cubase.

I tried wrapping it with FX DX wrapper that we use in PARIS..you know the one.

Still nothing.

Is there a setting or something?

Is there another place I should insert the plug instead of the channel insert?

Ughh..

thx

B

Subject: Re: Cubase Help

Posted by [Chris Ludwig](#) on Sun, 15 Apr 2007 19:08:17 GMT

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Hi Brandon,

Cubase 4 does not have direct x plug in support. 99.9% of all plug ins that are still being supported and developed are going to be in the VST form.

Check to see the plug in you are using comes in a VST version.

Chris

Brandon wrote:

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chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>
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(859) 635-5762

Subject: Re: Cubase Help
Posted by [brandon\[2\]](#) on Sun, 15 Apr 2007 19:28:40 GMT
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So you are saying it os not possible in Cubase SX3 to have realtime effects monitoring????

Thats INSANE!!

It isnt really neccessary, but it sure is fun.

I take it that this was replaced by dsp effects right?

You can can still do this with DSP effects?

Hmm.

Oh Well.

thx

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Chris Ludwig <chrisl@adkproaudio.com> wrote:

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Subject: Re: Cubase Help
Posted by [Chris Ludwig](#) on Sun, 15 Apr 2007 21:32:57 GMT

Hi Brandon,

Well if your using Cubase 3 then yes you can use a dx plug in on the live input but it will have a higher latency than VST plug ins and also lacks automation. If you are trying to use a software effect on a live input then you will be at the mercy of the ASIO buffer that your computer can deal with. The lower the buffer the lower the monitoring latency. I'm sure what machine you have but you should normally be able to operate under 6ms of latency on any current computer hardware. If you are the newer Intel Core2Duo or Quad cores you should easily be able to keep most projects running a 1.5ms or possibly lower depending on what you audio hardware supports. The cue mix control is a similar to RME's Total Mix in that it acts like a hardware monitor mixer/router. It is zero latency no matter what your software ASIO buffers are set at.

Not sure what problem you having with using DX effects. Are you trying to monitor a live input using the effect?

If so then you must disable "direct monitoring" in Cubase's device setup/VST Multi track settings. If you have it enabled then it will not let you monitor software effects on a live input.

Direct Monitoring was originally designed back when machines were allot slower and it was next to impossible to monitor the incoming signal in real time. Direct monitoring basically routes the hardware input directly the hardware output hence the disabling of the software effects monitoring.

By DSP effects I assume you mean stuff like UAD and TC power core cards?

If so then yes you can. But you can also do this with all native VST plug ins. The only time this will not work well is if you are using plug ins that have a large internal buffer like some FIR based and look ahead based dynamics processors. But sense those are mostly used with mastering plug ins it's no big deal.

I use pretty much nothing but software effects on live inputs at this point.

Chris

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Subject: Re: Cubase Help
Posted by [brandon\[2\]](#) on Mon, 16 Apr 2007 02:26:48 GMT
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Ahhh Haaa... That sounds like it Chris.
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I appreciate your help.
Very Much appreciated!!!
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Subject: Re: Cubase Help

Posted by [brandon\[2\]](#) on Tue, 17 Apr 2007 04:15:36 GMT

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Chris,

Thanks that solved my problem!

I am now monitoring plugs realtime and it is very cool.

I had to lower the buffer to 192 which gave me 5.3ms latency.

If I were to hear clicks and pops while recording in this manner it wouldn't be recording those clicks and pops would it?

It is the plug causing this isn't it? Or is it the CPU crapping out while trying to keep up an the clicks will go to disk?

I havent tested it.

Anyway.. I wasn't getting any noticeable clicks and pops after getting my levels set properly.

Any suggestions or words of wisdom while recording in this manner?

thx

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

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