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Subject: soooo....remember the Forte experiment?  
Posted by [animix](#) on Thu, 26 Oct 2006 15:22:29 GMT  
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Basically this involved strapping this across every track in a mix, applying a UAD-1 Delaycomp on the first slot in the application and then adding UAD-1 and other plugins to the subsequent slots. The thing that killed this idea was that in order for it to work, it had to be used on \*every\* track so that there was a uniform amount of delay compensaion. then it was just a matter of sliding "all" of the tracks to the left in the Paris editor to the left by a certain amount to cover the buffer latency of the host machine.

Well....there are a few of these host applications.....soooooo.....  
Chainer will allow access to up to 10 x ASIO I/O.  
FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O  
Forte, for my purposes, would allow access to 10 x ASIO I/O  
Steinberg VStack will allow access to 16 ASIO I/O..  
RT player will allow access to a few more ASIO I/O....

So it appears that using all of these on the same machine, I could, "in theory" access \*at least\* 40 ASIO\* I/O and that's all I would need for a real time mix scenario.

Now assuming I was running all five of these on the same system sending/returning signal in and out of 40 RME ADAT I/O whilst processing these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1 delay comp instantiated in the first slot of each host set ot compensate for 4 x plugins and that all of these VST hosts had a predictable latency .....well.....you know where I'm going with this, don't you?

;o)

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