
Subject: Oh HELL YES!!!!!!!!!!!!!!

Posted by [animix](#) on Sun, 01 Oct 2006 23:54:02 GMT

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If you've been following my torturous Xperimentin thread.....it looks like all of my grief about the latency compensation issues with nudging/slipping Paris tracks may be solved by using the UAD-1 Delaycomp in "Cubase" as the first insert on the channel that is processing the Paris track. The first UAD-1 compensation increment seems to cover the native latency, then subsequent incremental adjustments cover the plugins. Just adjust it per plugin and the track stays in phase. Also, Drumagog seems to have the exact same latency as a single UAD-1 plugin so on a kick, I can just insert the UAD-1 delaycomp, adjust it to compensate for two UAD-1 plugins (one for buffer latency, the other for Drumagog), insert Drumagog in the next slot and the kick track locks to the rest of the drum tracks that aren't being processed.

Now Paris automation can be used without having to worry about the track being nudged and the plugin automation features can be used.

This is too easy.....there's gotta be a catch.

;o)
