
Subject: PING Neil

Posted by [Deej](#) on Wed, 02 Jan 2008 07:42:35 GMT

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Hey Neil,

Would you ping a signal through an external processor on one of your Multifacia and let me know what kind of latency Cubase registers? I'm getting 0.02ms through my Multiface AD/DA's and 0.91 ms through my ADI 8-DS AD/DA's. That seems like a pretty big discrepancy, but the ADI 8-DS is routed through a MADI converter box where the Multiface isn't so maybe there really is that big a difference. It would be nice to have it confirmed somehow when/if you get the chance.

Thanks,

Deej

Subject: Re: PING Neil

Posted by [Nei](#) on Wed, 02 Jan 2008 16:42:31 GMT

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I can try... how are you measuring the latency, though?

Neil

"Deej" <noway@jose.org> wrote:

>Hey Neil,

>

>Would you ping a signal through an external processor on one of your

>Multifacia and let me know what kind of latency Cubase registers? I'm

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>AD/DA's. That seems like a pretty big discrepancy, but the ADI 8-DS is

>routed through a MADI converter box where the Multiface isn't so maybe there

>really is that big a difference. It would be nice to have it confirmed

>somehow when/if you get the chance.

>

>Thanks,

>

>Deej

>

>

Subject: Re: PING Neil
Posted by [Deej](#) on Wed, 02 Jan 2008 16:49:33 GMT
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I'm using the latency measurement tool in cubase.

"Neil" <OIUOI@OIU.com> wrote in message news:477bb0e7\$1@linux...
>
> I can try... how are you measuring the latency, though?
>
> Neil
>
>
> "Deej" <noway@jose.org> wrote:
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>> somehow when/if you get the chance.
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>> Thanks,
>>
>> Deej
>>
>>
>

Subject: Re: PING Neil
Posted by [Neil](#) on Wed, 02 Jan 2008 22:52:56 GMT
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OK, I've never done that, but I can give it a shot & let you know.

Neil

"Deej" <noway@jose.org> wrote:

>I'm using the latency measurement tool in cubase.
>
>
>"Neil" <OIUOI@OIU.com> wrote in message news:477bb0e7\$1@linux...
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>>>Thanks,
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>>>
>>
>
>

Subject: Re: PING Neil
Posted by [Paul Artola](#) on Thu, 03 Jan 2008 02:36:18 GMT
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One-thousand one, one-thousand two, one-thousand three,...

- Paul Artola
Ellicott City, Maryland

On 3 Jan 2008 02:42:31 +1000, "Neil" <OIUOI@OIU.com> wrote:
>

>I can try... how are you measuring the latency, though?
>
>Neil
>
>
>"Deej" <noway@jose.org> wrote:
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>>Thanks,
>>
>>Deej
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>>

Subject: Re: PING Neil - now PING Deej
Posted by [Neil](#) on Thu, 03 Jan 2008 02:54:42 GMT
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OK, I couldn't find a specific latency measurement tool other than the one that you can use to measure/compensate for external EFX... is that the one you're talking about? If so, I'm reading 0.01ms AD/DA on my main Multiface, and that's looped through the Portico Tape Sim... so it must be less than that without that extra circuitry in the way.

If there's another way to do it, you're gonna have to walk me through it, i'm afraid. :(

Neil

"Neil" <OIUIOU@OIU.com> wrote:

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>>
>

Subject: Re: PING Neil - now PING Deej
Posted by [Deej](#) on Thu, 03 Jan 2008 03:25:13 GMT
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That's the one Neil. 0.01h? Man, that's extremely fast. since mine said 0.02, I guess we're in the same ballpark.

Thanks for your help.

Deej

"Neil" <OIUIOU@OIU.com> wrote in message news:477c4062\$1@linux...

>
> OK, I couldn't find a specific latency measurement tool other
> than the one that you can use to measure/compensate for external
> EFX... is that the one you're talking about? If so, I'm reading
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> the Portico Tape Sim... so it must be less than that without
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> "Neil" <OIUIOU@OIU.com> wrote:

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>>>> I can try... how are you measuring the latency, though?

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>>>>"Deej" <noway@jose.org> wrote:

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Subject: Re: PING Neil - now PING Deej
Posted by [Aaron Allen](#) on Thu, 03 Jan 2008 05:50:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

is that a true latency number?????
Have you tried playing out one track while recording it to another to see
what the real world DA->AD number is?

AA

"Deej" <noway@jose.org> wrote in message news:477c5668\$1@linux...
> That's the one Neil. 0.01h? Man, that's extremely fast. since mine said
> 0.02, I guess we're in the same ballpark.
>
> Thanks for your help.
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> Deej
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> "Neil" <OIUOIU@OIU.com> wrote in message news:477c4062\$1@linux...
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Subject: Re: PING Neil - now PING DeeJ
Posted by [Deej](#) on Thu, 03 Jan 2008 08:42:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Haven't had time yet but I'll get around to it. I've got a feeling there is some sort of glitch in the way the MF driver talks to Cubase. I'd lay odds that the rea latency is around 1 ms as all my other stuff here pings through at around 0.91.

"Aaron Allen" <know-spam@not_here.dude> wrote in message news:477c7869\$1@linux...
> is that a true latency number?????
> Have you tried playing out one track while recording it to another to see
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>
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Subject: Re: PING Neil - now PING Deej
Posted by [Neil](#) on Thu, 03 Jan 2008 15:56:41 GMT
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Could the ZLM function in TotalMix have anything to do with it?

Neil

"Deej" <noway@jose.org> wrote:

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is

>some sort of glitch in the way the MF driver talks to Cubase. I'd lay odds

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>"Aaron Allen" <know-spam@not_here.dude> wrote in message

>news:477c7869\$1@linux...

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>> AA

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```

>>> Deej
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```

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Subject: Re: PING Neil - now PING Deej

Posted by [Deej](#) on Thu, 03 Jan 2008 17:18:19 GMT

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What is the ZLM function?

"Neil" <IOOI@OIU.com> wrote in message news:477cf7a9\$1@linux...

>

> Could the ZLM function in TotalMix have anything to do with it?

>

> Neil

>

>

> "Deej" <noway@jose.org> wrote:

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Subject: Re: PING Neil - now PING Deej
Posted by [Chris Ludwig](#) on Thu, 03 Jan 2008 18:23:15 GMT
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Hi Neil,

Other wise know as Direct Monitoring in Cubase.

ZLM is the term Magix uses for the same direct monitoring function.

This should only be a few samples at best.

The 1ms round trip through the AD?DA sounds about right for a converter that old.

The lower latency of the on board Multiface AD/DA sounds correct with the chips it uses.

The new ADI8-QS converters have a really low internal latency.
From the web page-

In the QS RME uses a high-class AD converter from Cirrus Logic, offering exceptional Signal to Noise and distortion figures. But the biggest difference to all other ADCs out there is its innovative digital filter, achieving for the first time a delay of only 12 samples in Single Speed (0.25 ms), 9 samples in Double Speed (0.09 ms), and 5 (!) samples in Quad Speed (0.026 ms).

These values are less than a quarter of those available from even much more expensive devices. They represent an important step in further reducing the latency in the computer-based recording studio. At DS and QS the added latency can simply be ignored. The DA-converter offers similar conversion in the range of 5 to 10 samples, turning analog digital monitoring into real analog-style monitoring!

Chris

Neil wrote:

```
> Zero-Latency Monitoring. You select it in your Total Mix Mixer window.
>
>
> "Deej" <noway@jose.org> wrote:
>> What is the ZLM function?
>>
>>
>> "Neil" <IOOI@OIU.com> wrote in message news:477cf7a9$1@linux...
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> 8-DS
>>>>>>>>>>> is

—

Chris Ludwig

ADK Pro Audio
(859) 635-5762
www.adkproaudio.com
chrisl@adkproaudio.com

Subject: Re: PING Neil - now PING Deej
Posted by [Nei](#) on Thu, 03 Jan 2008 18:38:29 GMT
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Zero-Latency Monitoring. You select it in your Total Mix Mixer window.

"Deej" <noway@jose.org> wrote:

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 \triangleright

✓

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»

>> Could the ZLM function in TotalMix have anything to do with it?

≥ ≥

>> Neil

»

>>

>> "Deej" <noway@jose.org> wrote:

>>> Haven't had time yet but I'll get around to it. I've got a feeling there

>> is
>>>some sort of glitch in the way the MF driver talks to Cubase. I'd lay odds
>>
>>>that the rea latency is around 1 ms as all my other stuff here pings
>>>through
>>
>>>at around 0.91.
>>>
>>>
>>>"Aaron Allen" <know-spam@not_here.dude> wrote in message
>>>news:477c7869\$1@linux...
>>>> is that a true latency number????
>>>> Have you tried playing out one track while recording it to another to
>> see
>>>> what the real world DA->AD number is?
>>>>
>>>>
>>>> AA
>>>>
>>>>
>>>> "Deej" <noway@jose.org> wrote in message news:477c5668\$1@linux...
>>>>> That's the one Neil. 0.01h? Man, that's extremely fast. since mine
said
>>
>>>>> 0.02, I guess we're in the same ballpark.
>>>>>
>>>>> Thanks for your help.
>>>>>
>>>>> Deej
>>>>>
>>>>> "Neil" <OIUOIU@OIU.com> wrote in message news:477c4062\$1@linux...
>>>>>>
>>>>>> OK, I couldn't find a specific latency measurement tool other
>>>>>> than the one that you can use to measure/compensate for external
>>>>>> EFX... is that the one you're talking about? If so, I'm reading
>>>>>> 0.01ms AD/DA on my main Multiface, and that's looped through
>>>>>> the Portico Tape Sim... so it must be less than that without
>>>>>> that extra circuitry in the way.
>>>>>>
>>>>>> If there's another way to do it, you're gonna have to walk me
>>>>>> through it, i'm afraid. :(
>>>>>>
>>>>>> Neil
>>>>>>
>>>>>>
>>>>>> "Neil" <OIUIOU@OIU.com> wrote:
>>>>>>>

>>>>>>>OK, I've never done that, but I can give it a shot & let you
>>>>>>>know.
>>>>>>>
>>>>>>>Neil
>>>>>>>
>>>>>>>
>>>>>>>"Deej" <noway@jose.org> wrote:
>>>>>>>>I'm using the latency measurement tool in cubase.
>>>>>>>>
>>>>>>>>
>>>>>>>>"Neil" <OIUOI@OIU.com> wrote in message news:477bb0e7\$1@linux...
>>>>>>>>>
>>>>>>>>> I can try... how are you measuring the latency, though?
>>>>>>>>>
>>>>>>>>> Neil
>>>>>>>>>
>>>>>>>>>
>>>>>>>>> "Deej" <noway@jose.org> wrote:
>>>>>>>>>>Hey Neil,
>>>>>>>>>>
>>>>>>>>>>>Would you ping a signal through an external processor on one of

>>>>>>>>>>>your
>>>>>>>>>>>>Multifacia and let me know what kind of latency Cubase registers?
>> I'm
>>>>>>>>>>>>getting 0.02ms through my Multiface AD/DA's and 0.91 ms through
my
>>
>>>>>>>>>>>>ADI
>>>>>>>>>>>
>>>>>>>>>>>>8-DS
>>>>>>>>>>>>
>>>>>>>>>>>>>AD/DA's. That seems like a pretty big discrepancy, but the ADI
8-DS
>>
>>>>>>>>>>>>>is
>>>>>>>>>>>>>>routed through a MADI converter box where the Multiface isn't so
>>
>>>>>>>>>>>>>>maybe
>>>>>>>>>>>>>>
>>>>>>>>>>>>>>>there
>>>>>>>>>>>>>>>
>>>>>>>>>>>>>>>>really is that big a difference. It would be nice to have it
>>>>>>>>>>>>>>>>>confirmed
>>>>>>>>>>>>>>>>>>somehow when/if you get the chance.
>>>>>>>>>>>>>>>>>>
>>>>>>>>>>>>>>>>>>Thanks,
>>>>>>>>>>>>>>>>>>>

[illegible]

OK, i nearly missed that one before it went south "below the fold" as they say in the webworld... good one LOL

:)

Neil

```
>One-thousand one, one-thousand two, one-thousand three,...
>
>- Paul Artola
> Ellicott City, Maryland
>
>On 3 Jan 2008 02:42:31 +1000, "Neil" <OIUOI@OIU.com> wrote:
>>
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>>
>>Neil
>>
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>>>Thanks,
>>>
>>>Deej
>>>
>>>
>
