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Subject: More on Reaper and track count info.  
Posted by [emarenot](#) on Wed, 14 Nov 2007 02:09:54 GMT  
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This is a multi-part message in MIME format.

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charset="iso-8859-1"  
Content-Transfer-Encoding: 7bit

I thought some of you might be interested in this info. I spent some more time with a buddy of mine who has been running Reaper. I was very impressed with Reaper's feature set and wickedly impressed with the track counts his computer was delivering. For me, it seems an ITB solution has arrived. He's running the following configuration (with a tricked out MSI vid card)

Intel E4500 Core 2 Duo 2.2Ghz 800fsb, DDR2 2 gig Biostar p4M890-M7 TE mATX motherboard, VIA P4M890 Chipset. The mobo has 2 pci slots and 2 pcie slots.

Here's the counts:

12 audio tracks, 30 tracks with vsti's (the majority of these were running Garritan's Personal Orchestra -Kompakt LE -most instances had three to four instruments, though we also had a smattering of tarus pedal emulations and stienberg's vb1 thingy) and the following fx: 4 band eq's on all tracks, 14 compressors, 13 delays, 13 choruses, and three convolution verbs on sends. For me, this is a fairly typical track count on a song. The CPU was running at around 55%. Nice.

So we doubled the audio tracks, and kept, on each of these new tracks an eq, delay, chorus and compressor. And, we added three more sends, each with a convolution verb (that's SIX con-verbs ((vs lawabiding-nouns)) ). We had a total of onehundredandfourteen fx running. The CPU was running around 75%. That's 24 audio tracks and 30 vsti tracks and plenty of fx to go around. For me, this would be a unusually large project. With all these tracks, his screen redraws were slightly sluggish, but not enough to slow the work flow.

This strikes me as pretty freakin' amazing. For a project studio guy with delusions of sub par grandure, my finger's on the trigger and gettin' pretty itchy.

MR

-----=\_NextPart\_000\_0009\_01C82639.89EA8AA0  
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<DIV><FONT face=3DArial size=3D2>MR</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV></BODY></HTML>

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Subject: Re: More on Reaper and track count info.  
Posted by [John \[1\]](#) on Wed, 14 Nov 2007 15:23:44 GMT  
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If you think that's amazing just wait till you try Cubase 4.1 ;-)

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Subject: Re: More on Reaper and track count info.  
Posted by [Erling](#) on Wed, 14 Nov 2007 16:52:43 GMT  
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...it looks nice to cost only 50\$ for a homeuser licence....

On 15 Nov 2007 01:23:44 +1000, "John" <no@no.com> wrote:

>  
>If you think that's amazing just wait till you try Cubase 4.1 ;-)

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Subject: Re: More on Reaper and track count info.  
Posted by [emarenot](#) on Thu, 15 Nov 2007 02:16:59 GMT  
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Yeah, the price is definately right on Reaper ...and the updates keep comin'.

MR

"erlilo" <erling.lovik@lyse.net> wrote in message  
news:ko9mj314c6mvr41cdup9gp2ka0n178ruku@4ax.com...  
> ...it looks nice to cost only 50\$ for a homeuser licence....  
>  
> On 15 Nov 2007 01:23:44 +1000, "John" <no@no.com> wrote:  
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> >  
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Subject: Re: More on Reaper and track count info.  
Posted by [emarenot](#) on Thu, 15 Nov 2007 02:18:49 GMT  
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I'll bet its awesome, and as far as I know Reaper doesn't have score editing. I've been using this feature for years in Logic 4.0 and have gotten real fond of it.

MR

"John" <no@no.com> wrote in message news:473b04f0\$1@linux...  
>  
> If you think that's amazing just wait till you try Cubase 4.1 ;-)

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