Subject: For_UAD1_Users...Maybe_Worthless_Post
Posted by Dimitrios on Sat, 27 May 2006 16:17:04 GMT
View Forum Message <> Reply to Message

Hi to All...
For those who use FXpansion3 and nudge with their audio tracks you can use
the following nudge and ommit the sampleslide plugin ...

3x 100 (3x 4480 =13440)
1x 50   (1x 2240 = 2240)
1x 10   (1x 480 = 480)
1x 5   (1x 240 = 240)

So the total is 13440+2240+480+240= 16400
That is 17 samples away from 16383 for normal UAD1 plug and only 4 samples
for a Pultec Uad1 plugin

Even 17 samples is not much for a latency to need sampleslide because you
can nudge ALL your drumtracks (the ones not using actually a UAD1 plugin
with UAD plugin compensator)

Hope this will help even someone out there...
Regards,
Dimitrios

Subject: Re: For_UAD1_Users...Maybe_Worthless_Post
Posted by Deej [1] on Sat, 27 May 2006 16:53:31 GMT
View Forum Message <> Reply to Message

Dimitrios,

What is confusing about this (and yes, I've been there and done this) is
that if you want to add a second or third UAD-1 plugin, you have to nudge
the track again by all of these incremental amounts, "per track".
Eventually, the sample offset can become noticable and also, if you decide
it's not working for any reason, you have to undo all of this "per track".
It was easy (at least for me) to be working late on a mix and forget to undo
one or two of the nudges. Forgetting this numerous times will eventually
throw the relative sample accuracy of the tracks off and you enter "flam
mode" . It's not a *huge deal because you can always realign the tracks with
a guide track in the editor that is not being processed, but it's time
consuming so being very careful when removing UAD-1 plugins is in order
here.

Cheers,

Deej

"Dimitrios" <musurgio@otenet.gr> wrote in message news:44787b80$1@linux...
>
> Hi to All...
> For those who use FXpansion3 and nudge with their audio tracks you can use
> the following nudge and ommit the sampleslide plugin ...
>
> 3x 100 (3x 4480 =13440)
> 1x 50   (1x 2240 = 2240)
> 1x 10   (1x 480 = 480)
> 1x 5   (1x 240 = 240)
>
> So the total is 13440+2240+480+240= 16400
> That is 17 samples away from 16383 for normal UAD1 plug and only 4 samples
> for a Pultec Uad1 plugin
>
> Even 17 samples is not much for a latency to need sampleslide because you
> can nudge ALL your drumtracks (the ones not using actually a UAD1 plugin
> with UAD plugin compensator)
>
> Hope this will help even someone out there...
> Regards,
> Dimitrios