
Subject: Another 64 bit question
Posted by [DJ](#) on Sat, 08 Sep 2007 19:48:25 GMT
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OK.....so Vista sucks right now.

My question is, I guess, is there a platform right now that will allow me to run my 4 x UAD-1 cards and 3 x RME cards on a dual socket quad core system with more than 2G of RAM?

Steinberg doesn't really have their apps optimized for 64 bit or dual socket quad core CPU's on windows or OSX, right?

UAD has 64 bit drivers as does RME now and both have PCIe cards to access the higher bandwidth available, or I can spend \$2k and purchase a GE Fanuc (formerly SBS) PCI>PCIe expansion chassis that is 64 bit capable and will hold all 7 of my RME and UAD-1 cards.

All I really would like to be able to do is to implement 4G RAM on my DAW for now.

Could I just buy and run XP64 and achieve this or will the Steinberg app bottleneck the implementation of more than 2G (or require me to use the 3G switch-which I could do with XP 32 anyway)?

Also, once Cubase/Nuendo becomes capable of working with 64 bit and dual socket Quads, if I'm a windows user, I'm going to have to run Vista anyway since XP (64 or 32) doesn't support dual quads, right?

It seems to me that until Steinberg gets it shit together (if you're talking about Cub-endo), we Steinyheads are just pissin in the wind having these discussions.

Subject: Re: Another 64 bit question
Posted by [rick](#) on Sat, 08 Sep 2007 20:28:56 GMT
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deej, you have to find a level of....oh yeah and just be happy. or fucking spend the money for the big shit.

On Sat, 8 Sep 2007 13:48:25 -0600, "DJ" <[animix _ at _ animas _ dot _ net](#)> wrote:

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>

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>run my 4 x UAD-1 cards and 3 x RME cards on a dual socket quad core system
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Subject: Re: Another 64 bit question
Posted by [LaMon](#) on Sat, 08 Sep 2007 21:04:47 GMT
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All I really would like to be able to do is to implement 4G RAM on my DAW
for now.

-Why do you need 4g access?

->It seems to me that until Steinberg gets it shit together (if you're talking
>about Cub-endo), we Steinyheads are just pissin in the wind having these
discussions.

Thats why i started this thread. The Sound on Sound pro forum discussion
(with RME , Steinberg, and others) left me felling jaded on the whole 64
bit thing . Especially when I heard Steinbergs views on the subject.

"DJ" <animix _ at _ animas _ dot _ net> wrote:

>OK.....so Vista sucks right now.

>

>My question is, I guess, is there a platform right now that will allow me to

>run my 4 x UAD-1 cards and 3 x RME cards on a dual socket quad core system

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Subject: Re: Another 64 bit question

Posted by [excelav](#) on Sat, 08 Sep 2007 21:27:07 GMT

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Dj, I think you could run all you stuff on a Mac Pro with a expansion chassis and access more than 4MB of memory. I'm not sure I understand what you are really asking. You already know that Steinberg apps are 32bit, so... Is there a memory access limitation with Steinberg?

LaMont, what Mac native programs are you going to be running on you Mac Pro?

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Subject: Re: Another 64 bit question
Posted by [DJ](#) on Sat, 08 Sep 2007 22:25:06 GMT
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I just want more RAM so I can run more VSTi's in a project than I can now.
As it is, I'm running out of RAM so I have to slave a 2nd computer which is
a PITA.

;o)

"James McCloskey" <excelsm@hotmail.com> wrote in message
news:46e313ab\$1@linux...

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Subject: Re: Another 64 bit question
Posted by [LaMontt](#) on Sat, 08 Sep 2007 22:37:31 GMT
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ill run cubase sx 3 first (mac version) only because it came with mac deal..when
I boot over to the xp..i'll run nuendo 3, PT M powered.

Very nice machine..I have 3 500 gig seagates in it along with 4 gigs of ram.

I really can't wait to see this new 'logic app coming..

James McCloskey" <excelsm@hotmail.com> wrote:

>
>Dj, I think you could run all you stuff on a Mac Pro with a expansion chassis
>and access more than 4MB of memory. I'm not sure I understand what you
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Subject: Re: Another 64 bit question

Posted by [laMont \[1\]](#) on Sat, 08 Sep 2007 22:46:24 GMT

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DJ.come on man..you know u need a seaprte pc dedicated for vsti..sampler work..unless u are freezing like crazy..even with all this cpu horse power, running vstis in a miz project with audio plugins is frustrating..being that, todays vstis are power hungry at least the good sound ones... itls just essier to get a \$**500 dollar (dell,HP,gateway,) add another drive or two...boom..one machine dedicated to tracking and mixing and the other for vsti..beautiful combo...

DJ" <animix _ at _ animas _ dot _ net> wrote:

>I just want more RAM so I can run more VSTi's in a project than I can now.

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Subject: Re: Another 64 bit question

Posted by [Jamie K](#) on Sat, 08 Sep 2007 23:16:12 GMT

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laMont wrote:

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> combo...

One multiprocessor Mac with as much RAM as you need would be simpler to manage.

Cheers,

-Jamie

www.JamieKruz.com

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Subject: Re: Another 64 bit question

Posted by [Martin Harrington](#) on Sun, 09 Sep 2007 00:11:39 GMT

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Interesting that you wrote that Deej,

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quad core CPU's on windows or OSX, right?)<<<<

I've been running a Q6600 (Core 2 Quad with 4 Gb Ram), for a month or so with Nuendo and PT M-Powered.

Initially, I had problems with PT, (graphic redraw etc), and Nuendo seemed fine, or so I thought,

I managed to solve the PT problems with great thanks to Chris Ludwick and his advise and now PT flies with very little latency.

On the other hand, as soon as I try to get any latency approaching PT on Nuendo, I get many (random) clicks.

It really shot me in the foot last week during a V/O session with a high profile voice / actor.

When I reduced the latency to 20 ms all was OK, but I'm sure when I was running it on my core 2 Duo (E6600), I could get a smaller size than that.

What's with that?

BTW, Nuendo works really well with Vista, at least on my home comp, (the old studio E6600 dual core)

--

Martin Harrington
Lend An Ear Sound
Sydney, Australia
0414 913 247

Subject: Re: Another 64 bit question

Posted by [Martin Harrington](#) on Sun, 09 Sep 2007 00:17:09 GMT

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That;s what I'm running LaMont.

Nuendo 3 and PT M-Powered 7.3.1 with a 400 GB System drive and 2 400 Gb USB/Fire wire drives for data, 1 for audio & 1 for Video--

Martin Harrington
Lend An Ear Sound
Sydney, Australia
0414 913 247

Subject: Re: Another 64 bit question

Posted by [Chris Ludwig](#) on Sun, 09 Sep 2007 01:05:05 GMT

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Hi DJ,

DJ wrote:

> OK.....so Vista sucks right now.

>

Yes

> My question is, I guess, is there a platform right now that will allow me to
> run my 4 x UAD-1 cards and 3 x RME cards on a dual socket quad core system
> with more than 2G of RAM?

>

No. You can sort of on a MAC but will be way more expensive. Nothing to do with it being a Mac either. Your talking about buying all new PCI-e versions of all your hardware and then buying a new PCI-e to PCI-e expansion chassis to put the stuff in. I have yet to see any of the SBS or Magma PCI to PCI-e chassis work reliably. The best PCI-e to PCI expansion chassis I've used is by Cyclone.

http://www.cyclone.com/products/pci_express_expansion_system_s.php

> Steinberg doesn't really have their apps optimized for 64 bit or dual socket
> quad core CPU's on windows or OSX, right?

>

They work fine on up to 4 CPU. past that they tend to scale weird. The only program I've seen scale well to 8 cores is Reaper. On a MAC programs scale no better or worse than on PC. As long as all the plugins used will thread to any core then all the programs will do a good job. The majority of PC and Mac plugins especially VSTi do not scale well past 2 cores. Some will not go past 2 cores at all.

> UAD has 64 bit drivers as does RME now and both have PCIe cards to access
> the higher bandwidth available, or I can spend \$2k and purchase a GE Fanuc
> (formerly SBS) PCI>PCIe expansion chassis that is 64 bit capable and will
> hold all 7 of my RME and UAD-1 cards.

>

The UAD as well as all the DSP processor cards and firewire devices drivers are written so that all their communication gets forced into one CPU/thread. This part of the reason UAD/TC, etc have problems on machines with more and more cores. Not sure if it something they can get around.

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> bottleneck the implementation of more than 2G (or require me to use the 3G
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>

All 32 bit apps that large memory address aware will upwards of 4 gigs

range in XP64.

You can free up more memory in XP 32 but not while using the UADs. Some motherboards will start to allocate ram down to almost 2.75 gigs with more than 1 UAD. Most current ones top out at the 3 gig mark though.

XP64 might be a good temporary move for now if you don't want to start investing in lots of new hardware. In most cases you get equivalent latency performance with XP64 as you do with XP32. If you really want to operate at very low latencies then you will be wasting your time using UADs or anything similar. Anything below 3 ms and they pretty much shit the bed and the more cards you add the more trouble you got. If you only use the UAD during the mixing stage then you are normally OK.

All of the plug ins currently available on both platforms have a 32bit barrier to deal with. Some will let you load up memory to whatever the barrier is on the host app. Some older ones will bottom out at around 1.7 gig regardless of what the host app can do.

> Also, once Cubase/Nuendo becomes capable of working with 64 bit and dual
> socket Quads, if I'm a windows user, I'm going to have to run Vista anyway
> since XP (64 or 32) doesn't support dual quads, right?

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Nuendo and Cubase will have 64 bit and Vista 'optimized' versions available by the end of the year last time is discussed it with anybody there they are still on track. The Multi-Core efficiency issues I got a feeling will take longer. It will be a big recoding I think for that.

> It seems to me that until Steinberg gets it shit together (if you're talking
> about Cub-endo), we Steinyheads are just pissin in the wind having these
> discussions.

>

All of the DAW apps have these issues or something similar so no matter who you go too you will have these kinda of frustrations. I still think Steinberg have the best overall GUI and concepts in the biz. They are not good at making financial decisions though that's for sure. I think if Yamaha wasn't there to have saved their ass they would have gone under. Steinberg lost a lot of ground when some of the CEO types decided they wanted to retire and sell em off to the first bidder. Up until Yamaha they were in total development limbo.

..

Chris

--

Chris Ludwig

ADK

chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>

www.adkproaudio.com <http://www.adkproaudio.com/>

(859) 635-5762

Subject: Re: Another 64 bit question
Posted by [Martin Harrington](#) on Sun, 09 Sep 2007 04:14:58 GMT
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Should read "Chris Ludwig"sorry Chris.--

Martin Harrington
Lend An Ear Sound
Sydney, Australia
0414 913 247

Subject: Re: Another 64 bit question
Posted by [Chris Ludwig](#) on Sun, 09 Sep 2007 14:49:27 GMT
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Hi Martin,
The single socket CPUs are way better for low latency. So yes the Q6600 will work great.
Nuendo and other apps misbehave more on the Xeon 8 core machines. Adding UADS make sit pretty much a show stopper.
The new generation of 1333mhz fsb cpu are even better. The dual core E6850 3.0ghz CPU can handle more plugins at the lower latencies than the Q6600 can. Can't wait for the QX6850 to go done in price to see how that does against it too.

You run your latency at 20ms or higher? Is that under XP or Vista. If thats Vista then it sounds normal but if it's XP then thats weird.

Chris

Martin Harrington wrote:

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chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>

www.adkproaudio.com <http://www.adkproaudio.com/>

(859) 635-5762

Subject: Re: Another 64 bit question

Posted by [Martin Harrington](#) on Mon, 10 Sep 2007 00:42:30 GMT

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Hi Chris.

That's on XP, and only with Nuendo.

PT gives me about 5 ms I think, I'll have to check when I get into the studio today.

BTW, thanks for those links re the probs I was having with PT. It flies now with fast graphics as well.--

Martin Harrington

Lend An Ear Sound

Sydney, Australia

0414 913 247
