Subject: Anyone used this?Liquid MIx
Posted by Nappy on Fri, 29 Sep 2006 02:05:33 GMT
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www.sweetwater.com/store/detail/LiquidMix/

respect
Nappy

Subject: Re: Anyone used this?Liquid MIx
Posted by Chris Ludwig on Fri, 29 Sep 2006 05:46:46 GMT
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HI,
Sadly still MAC only so haven't been able to try it.
Hopefully sounds better than some of the horrible effects that come with
the Sapphire.
We got some in stock that Focusrite sent to early to us. Told them not
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driver ship. Probably not till December now.

Chris

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> respect
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--
Chris Ludwig
ADK
chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>
www.adkproaudio.com <http://www.adkproaudio.com/>
(859) 635-5762

Subject: Re: Anyone used this?Liquid MIx
Posted by neil[1] on Fri, 29 Sep 2006 13:09:49 GMT
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Chris, from what I've read about it, it's supposed to be algo's
ported from the LiquidChannel, right? If you're a Mucusrite

dealer, you must have tried that unit out, yes? If so, what do
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Subject: Re: Anyone used this?Liquid MIx
Posted by Chris Ludwig on Fri, 29 Sep 2006 14:03:37 GMT
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Hi Neil,
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customers. I haven't heard any negative responses yet from the customers
so I assuming is decent.
Sense we are not a retail store I can't just have a demo unit laying
around, especially at close to $3k.
The effects that come with the Sapphire have no reason to be on
hardware. They are very weak sounding. Much nicer plug ins are a

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more analog I/O. Kinda Silly.

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Subject: Re: Anyone used this?Liquid MIx
Posted by animix on Fri, 29 Sep 2006 14:09:52 GMT
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I have heard from folks who have used both, that the UAD-1 compressors have
a more realistic feel to them. The main complaint is that the attack/release
characteristics of compressors are not as realistic in convolution.

I have a video here that is about 175MB showing one of these processing a
trance track. I thought it was able to accomplish some pretty drastic
things, but it's hard to know from an MP4 whether or not these would be good
things or bad things.

I don't mean to slag this thing right out of the chute, and once they write
drivers for a *real* computer, I'm gonna probably give one a test drive. ;o)

Deej

"Chris Ludwig" <chrisl@adkproaudio.com> wrote in message
news:451d25e7@linux...
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Subject: Re: Anyone used this?Liquid MIx
Posted by gene lennon on Fri, 29 Sep 2006 14:23:48 GMT
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"Neil" <IOUOIU@OIU.com> wrote:
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Liquid Mix is not Algo based. It is convolution based. The only algorithms

eq models and the one for compressor impulses are new as are most of the impulse responses.

I only have a few hours playing with a friends unit in Logic. The sound quality is approximately equivalent to a UAD-1 (IMHO). Which is quite good but not always the same as the original. The compressors are a little disconcerting to me. Many of the impulses are right-on but the algorithm for the container does not model the real attack, release, and timing attributes of the original units, and this is a big part of the sound of any compressor. As a result, all the compressors have a similar feel, but with the harmonic sound of the

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The hardware interface and DSP relief are indeed benefits. I do wish the hardware unit chased the selected channel in the DAW. That was a big disappointment.

My friend is happy with his purchase, but I am still undecided. One reason is that I am still contemplating getting a Duende and I am reasonably certain that even with a dedicated Firewire card added to my Mac, I could never get both units to work together. I am hoping to borrow a Liquid Mix to use more extensively in my room.

Gene

Subject: Re: Anyone used this?Liquid MIx
Posted by Nappy on Fri, 29 Sep 2006 14:31:01 GMT
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Thanks Gene,
Get back to us about the Liquid Mix,whats Duende?

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"gene Lennon" <glennon@NOSPmyrealbox.com> wrote:
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Subject: Re: Anyone used this?Liquid MIx
Posted by gene lennon on Fri, 29 Sep 2006 14:51:52 GMT

"Nappy" <mgrant01@san.rr.com> wrote:
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>Thanks Gene,
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The SSL C200 is an all-digital music production console that runs about $750,000, and up.
http://www.solid-state-logic.com/music/c200.html

SSL took the same DSP chips and the exact algorithms of the EQ plus the channel and bus compressor from the C200 and built a box that uses Firewire to access the programs. They added VST, AU and RTAS plugins as controllers and have released the Mac version. It is about 1700.00 and sounds indistinguishable from the C200 (other than the mix bus).

http://www.solid-state-logic.com/music/duende_home.html

It is still having a lot of bandwidth related issues, but sounds great!

Gene

Subject: Re: Anyone used this?Liquid MIx
Posted by Don Nafe on Fri, 29 Sep 2006 15:43:37 GMT
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"Nappy" <mgrant01@san.rr.com> wrote in message news:451c7f6d$1@linux...
>
> www.sweetwater.com/store/detail/LiquidMix/
>
> respect
> Nappy

word on the NG's who've commented...grossly overpriced!

YMMV

DOn

Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by LaMont on Fri, 29 Sep 2006 16:38:09 GMT
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Hello To all,
Not to rain on the Liquid Channel, but we just got the Waves SSL bundle,
and all I can say is WOW!! DEAD On. We have a SSL 4000G/W E Series EQ 7 Comp
/56 channels and those plugins sound just like the real things.

So, I went to load up the VST /RTAS version demo to try out in Paris & PT-Mpowered..
Needless to say, the SSL plugs sounds Wonderful in Paris.. Like Paris really
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In Nuendo & PT, same results.. In those apps, you can hear the coloring as soon as you insert them on a channel!! :)

These days there are some great Native Plugins that can hang with UAD. Like the URS line.. Their Neve, API, Pultec, fairchild,etc emulations are sweet!!..

With Intel announcing 80 cores on a chip in 5 years.. Native processing will take over and we will soon reach BrianT coveted 64 sample stability with Zero latency native thru a DAW..

All in all, we are seeing the fruits with Sonar 6..Wow wahat a beauty!! And the new featuers coming from Cubase4. Again WOW!!

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Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by animix on Fri, 29 Sep 2006 16:58:21 GMT

LaMont. Is there a big latency issue with the URS plugins or the Waves SSL
pluygins with Paris?

Thanks,

Deej

"LaMont" <jjdpro@ameritech.net> wrote in message news:451d4bf1$1@linux...
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Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by Neil on Fri, 29 Sep 2006 17:31:17 GMT

I have some native plugs that I like a lot, and I'm sure the ones
you mentioned sound great, but what I need is MORE POWER,
SCOTTY!!! - or more precisely, less CPU load (rememeber, I'm
running at 24-bit/88.sk, and a LOT of tracks!), so the LiquidMix
or Duende are looking interesting to me.

Like the quikquak demo that I tested last night... takes up 20%
of my CPU power all by itself - sounds great, but I can't use
that kind of resource hog!

Neil

"LaMont" <jjdpro@ameritech.net> wrote:
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Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by LaMont on Fri, 29 Sep 2006 17:48:20 GMT
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Hi Guys. None. These plugs are very efficent. Here is what waves sugggest
and really as shededsome light to the Native plugin delima.

Waves says in the SSL docuemntation that these plugin require that your DAW
run in 32 bit Video mode. If not,(And I have personally witnessed running
in 16 bot mode) these plugins are sluggish and will bore down your system.

Plain and simple: The bettter your Video card is, the better overall performance
you'll get with using the SSL plugs.

This is a revelaion of sorts because, as Chuck Duffy once expalined to me,
The UAD PCI card is no more than a nice Video card. It seems that waves
have tapped into this technology of using the video card's dsp excellerators
to enhance the performance of their new SSL Plugins.

Suffice it to say that, the better the video performance, the better performance of these new plugins..

"DJ" <notachance@net.net> wrote:
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>> >
>> >Gene
>> >
>>
>
>

Subject: Re: Anyone used this?Liquid MIx
Posted by Nappy on Fri, 29 Sep 2006 18:00:26 GMT

Thanks Gene,
Looks like a great value!

respect
Nappy

"gene Lennon" <glennon@NOSPmyrealbox.com> wrote:
>
>"Nappy" <mgrant01@san.rr.com> wrote:
>>
>>Thanks Gene,
>>Get back to us about the Liquid Mix,whats Duende?
>>
>>respect
>>Nappy
>
>The SSL C200 is an all-digital music production console that runs about
$750,000,
>and up.
>http://www.solid-state-logic.com/music/c200.html
>
>SSL took the same DSP chips and the exact algorithms of the EQ plus the
channel
>and bus compressor from the C200 and built a box that uses Firewire to access
>the programs. They added VST, AU and RTAS plugins as controllers and have

>released the Mac version. It is about 1700.00 and sounds indistinguishable
>from the C200 (other than the mix bus).
>
>http://www.solid-state-logic.com/music/duende_home.html
>
>It is still having a lot of bandwidth related issues, but sounds great!
>
>Gene
>

Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by LaMont on Fri, 29 Sep 2006 18:24:49 GMT
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Neil ,
Remember when TC brought out their Powercore? To this day, both the PCI or
Firewire version will tax your PCI buss performance. This is why folks are
using Magma Chasis for runing multiple UAD's and using DUAL processor with
Dual PCI buss Channels.

If all you have in your DAW is a Single channel PCI buss setup, you are actually
degrading the overall peformance by imlementing these so-called Powered plugins.
You ever see some of those Super Daw boxes over there on Nuendo.com user
forum??
Lead by our very own Brain Tanksersly. They found out by massive research
that to run those Powered Plugins optimally, at a decent latency, your'e
need have a Dual channeled,high end Dual -core Opteron, Now Conroe Intels,
with at least 8 gigs RAM..% gigs per channel. Withthe UADs and Powercore
on their on PCI buss.. :)

I said all that to say, that TC has never really had great Asio drivers,
so their performance is not that stellar. Same with Duende, the Firewire
and Asio drivers need a lot of work. From what I'm told, writing good firewire
drivers is easy.

So, Neil you do have choices in how you want to implement your Native solution.

Take care LaMont

"Neil" <OIUOIU@OIU.com> wrote:
>
>I have some native plugs that I like a lot, and I'm sure the ones
>you mentioned sound great, but what I need is MORE POWER,
>SCOTTY!!! - or more precisely, less CPU load (rememeber, I'm
>running at 24-bit/88.sk, and a LOT of tracks!), so the LiquidMix
>or Duende are looking interesting to me.
>

>Like the quikquak demo that I tested last night... takes up 20%
>of my CPU power all by itself - sounds great, but I can't use
>that kind of resource hog!
>
>Neil
>
>
>"LaMont" <jjdpro@ameritech.net> wrote:
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>>Hello To all,
>>Not to rain on the Liquid Channel, but we just got the Waves SSL bundle,
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>>/56 channels and those plugins sound just like the real things.
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Like
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Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by Chris Ludwig on Fri, 29 Sep 2006 18:46:58 GMT

Hi Lamont,
Too bad Waves wasted time on using Open GL for the SSL plug ins. Not
sure why they did it sense future versions of Windows and Apple will not
have Open GL support at all.

Chris

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> and really as shededsome light to the Native plugin delima.
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> Waves says in the SSL docuemntation that these plugin require that your DAW
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--
Chris Ludwig

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

Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by gene Lennon[3] on Fri, 29 Sep 2006 18:58:43 GMT

"LaMont" <jjdpro@ameritech.net> wrote:
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>the new featuers coming from Cubase4. Again WOW!!
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I have the Waves SSL plugins and I agree with everything you say about it.

As to the future of low latency native systems: Symphony can do 1.8MS at
64 samples right now.

 http://www.gearslutz.com/board/showthread.php?t=80936&hi ghlight=Symphony

I think Brian and others are getting similar results on PC systems with new
RME Beta drivers. No need to wait for 80 core computers.

As to efficiency, I can run about 80 channels of the Waves SSL plugins on
my MacBook Pro. Sony is promising the Oxford plugs for Intel-Mac (RTAS) will
be out within a few weeks; I hope the efficiency is close.
Gene

Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by Jamie K on Fri, 29 Sep 2006 19:00:09 GMT
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What's your source on that Chris?

Apple seems very solidly behind OpenGL and supports it in core graphics.

Microsoft is more reluctant, they prefer proprietary DirectX.

On both of these platforms, a host of 3D animation software depends on OpenGL.

Cheers,
 -Jamie
 http://www.JamieKrutz.com

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Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by TCB on Fri, 29 Sep 2006 19:19:20 GMT

If this is true, and I suspect it is if you say so, it's amazingly stupid.

TCB

Chris Ludwig <chrisl@adkproaudio.com> wrote:
>Hi Lamont,
>Too bad Waves wasted time on using Open GL for the SSL plug ins. Not
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>--

>Chris Ludwig

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>ADK Pro Audio

>(859) 635-5762

>www.adkproaudio.com

>chrisl@adkproaudio.com

Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by Chris Ludwig on Fri, 29 Sep 2006 19:29:32 GMT
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Hi,

LaMont wrote:
> Neil ,
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> Firewire version will tax your PCI buss performance. This is why folks are
> using Magma Chasis for runing multiple UAD's and using DUAL processor with
> Dual PCI buss Channels.

The funny part is that the TC and UAD have tons of compatibility and
performance issues on dual buss/ dual cpu systems like the Opteron.

especially if they are running Dual core CPUs. Mainly due the AMD 8131
chip set. Only way around it is to buy a Magma and put it on the 32 bit
slot which shares with almost all the motherboards on board components.
The only dual buss Opteron board thats works fully with the UAD and TC
power core on all the PCI-X, PCI slots are ones that use the AMD 8132
chip sets. UADS and Powercore work best on single socket, Intel and ATI
(AMD) and dual socket AMD-8132 and Xeon wood crest based chip sets. You
can easily run 4 in any combo of PCI/PCI-E on any of these boards with
out an abnormal CPU load.

>
> If all you have in your DAW is a Single channel PCI buss setup, you are actually
> degrading the overall peformance by imlementing these so-called Powered plugins.
> You ever see some of those Super Daw boxes over there on Nuendo.com user
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> Lead by our very own Brain Tanksersly. They found out by massive research
> that to run those Powered Plugins optimally, at a decent latency, your'e
> need have a Dual channeled,high end Dual -core Opteron, Now Conroe Intels,
> with at least 8 gigs RAM..% gigs per channel. Withthe UADs and Powercore
> on their on PCI buss.. :)

On the majority of all the Conroe based Motherboards same as on single
socket AMD boards there are only 2 buses, PCI-E and PCI. Virtually
everything except video share the PCI buss. Running a combo of PCI-e and
PCI versions of the UAD/TC cards will be the only way o run them on
separate buses. The are a couple of high end workstation boards that
just came out with 3 buses, PCI-X, PCI and PCI-E but are very expensive.

Personally I think companies are doing it wrong by using firewire for
doing DSP this way. Firewire like USB is a very limited bandwidth
general purpose connection. Everybody is going put drives, sound cards
and who knows what else on the same firewire buss. If you have to put in
separate firewire card for each device hen whats the point of firewire.:)

It would make more sense for them have a PCI-e host card and an external
box that you can add DSP cards too to upgrade the processing power. Huge
amount s of bandwidth is available on even a 1x PCI-e slot. Far more
than 5 PCI slots worth of DSP could be run from one card.

>
> I said all that to say, that TC has never really had great Asio drivers,
> so their performance is not that stellar. Same with Duende, the Firewire
> and Asio drivers need a lot of work. From what I'm told, writing good firewire
> drivers is easy.

Neither the TC nor UAD use ASIO drivers. They use VST and special

hardware driver that the VST plug ins communicate with.

Chris

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> So, Neil you do have choices in how you want to implement your Native solution.
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> Take care LaMont
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Chris Ludwig

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

Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by Neil on Fri, 29 Sep 2006 19:41:45 GMT
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Chris Ludwig <chrisl@adkproaudio.com> wrote:
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>general purpose connection.

Chris, as I understand it, USB 2.0 has better "one-way" speed
than Firewire, but Firewire has better "both-way" speed
than does USB 2.0 (which makes a difference if you're sending
signals out, then back in via either protocol), and that's why
they all choose Firewire. Is that actually the case?

Neil

Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by LaMont on Fri, 29 Sep 2006 20:07:08 GMT
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Hey Chris, not sure why as well. Maybe they no something???
Or, they already have a easy port over version waiting.

I do know (And You) that Open GL is used for high level graphics. That being
the case, I really can't see both Microsoft & Apple dropping support being
that the entire Video post pro market works on that standard.

Chris Ludwig <chrisl@adkproaudio.com> wrote:
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>Chris Ludwig
>
>ADK Pro Audio
>(859) 635-5762
>www.adkproaudio.com
>chrisl@adkproaudio.com

Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by LaMont on Fri, 29 Sep 2006 20:12:54 GMT
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Agreed!!

Personally I think companies are doing it wrong by using firewire for doing
DSP this way. Firewire like USB is a very limited bandwidth general purpose
connection. Everybody is going put drives, sound cards and who knows what
else on the same firewire buss. If you have to put in separate firewire card
for each device hen whats the point of firewire.:)
It would make more sense for them have a PCI-e host card and an external
box that you can add DSP cards too to upgrade the processing power. Huge
amount s of bandwidth is available on even a 1x PCI-e slot. Far more than
5 PCI slots worth of DSP could be run from one card.

Chris Ludwig <chrisl@adkproaudio.com> wrote:
>Hi,
>
>
>LaMont wrote:
>> Neil ,
>> Remember when TC brought out their Powercore? To this day, both the PCI
or
>> Firewire version will tax your PCI buss performance. This is why folks
are
>> using Magma Chasis for runing multiple UAD's and using DUAL processor
with
>> Dual PCI buss Channels.
>
>
>The funny part is that the TC and UAD have tons of compatibility and
>performance issues on dual buss/ dual cpu systems like the Opteron.
>especially if they are running Dual core CPUs. Mainly due the AMD 8131
>chip set. Only way around it is to buy a Magma and put it on the 32 bit

>slot which shares with almost all the motherboards on board components.

>The only dual buss Opteron board thats works fully with the UAD and TC
>power core on all the PCI-X, PCI slots are ones that use the AMD 8132
>chip sets. UADS and Powercore work best on single socket, Intel and ATI

>(AMD) and dual socket AMD-8132 and Xeon wood crest based chip sets. You

>can easily run 4 in any combo of PCI/PCI-E on any of these boards with
>out an abnormal CPU load.
>
>>
>> If all you have in your DAW is a Single channel PCI buss setup, you are
actually
>> degrading the overall peformance by imlementing these so-called Powered
plugins.
>> You ever see some of those Super Daw boxes over there on Nuendo.com user
>> forum??
>> Lead by our very own Brain Tanksersly. They found out by massive research
>> that to run those Powered Plugins optimally, at a decent latency, your'e
>> need have a Dual channeled,high end Dual -core Opteron, Now Conroe Intels,
>> with at least 8 gigs RAM..% gigs per channel. Withthe UADs and Powercore
>> on their on PCI buss.. :)
>
>
>On the majority of all the Conroe based Motherboards same as on single
>socket AMD boards there are only 2 buses, PCI-E and PCI. Virtually
>everything except video share the PCI buss. Running a combo of PCI-e and

>PCI versions of the UAD/TC cards will be the only way o run them on
>separate buses. The are a couple of high end workstation boards that
>just came out with 3 buses, PCI-X, PCI and PCI-E but are very expensive.
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>>
>> I said all that to say, that TC has never really had great Asio drivers,

>> so their performance is not that stellar. Same with Duende, the Firewire
>> and Asio drivers need a lot of work. From what I'm told, writing good
firewire
>> drivers is easy.
>
>Neither the TC nor UAD use ASIO drivers. They use VST and special
>hardware driver that the VST plug ins communicate with.
>
>
>
>
>Chris
>
>>
>> So, Neil you do have choices in how you want to implement your Native
solution.
>>
>> Take care LaMont
>>
>> "Neil" <OIUOIU@OIU.com> wrote:
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>chrisl@adkproaudio.com

Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by LaMont on Fri, 29 Sep 2006 20:15:27 GMT
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On my Dual-Core Opteron, I have yet to max out the SSL plugs. These are really some special plugins, as are the URS's..

"Gene Lennon" <glennon@NOSP.com> wrote:
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>I have the Waves SSL plugins and I agree with everything you say about it.

>
>As to the future of low latency native systems: Symphony can do 1.8MS at
>64 samples right now.
>
> http://www.gearslutz.com/board/showthread.php?t=80936&hi ghlight=Symphony
>
>I think Brian and others are getting similar results on PC systems with
new
>RME Beta drivers. No need to wait for 80 core computers.

>
>As to efficiency, I can run about 80 channels of the Waves SSL plugins on
>my MacBook Pro. Sony is promising the Oxford plugs for Intel-Mac (RTAS) will
>be out within a few weeks; I hope the efficiency is close.
>Gene
>

Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by Chris Ludwig on Fri, 29 Sep 2006 21:41:18 GMT

Hi Lamont,
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Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by Chris Ludwig on Fri, 29 Sep 2006 21:44:16 GMT
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HI Neil,
Yes thats pretty much one of the main reasons. I think the cross
platform part also comes into play in this.

Chris

Neil wrote:
> Chris Ludwig <chrisl@adkproaudio.com> wrote:
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www.adkproaudio.com
chrisl@adkproaudio.com

Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by Jamie K on Fri, 29 Sep 2006 23:06:02 GMT
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Of course no one is going to use direct show on OSX.

Direct show/Direct X is proprietary Microsoft stuff.

OpenGL is a multi-platform open system.

Last I heard Microsoft was finding ways to make it hard for software
companies to continue to use OpenGL on MSWindows but at least some
software companies were fighting that. Dunno how that's been working out
but it seemed pretty fishy.

Here's the OpenGL info page:

http://www.opengl.org/about/

OpenGL on the Mac: http://developer.apple.com/graphicsimaging/opengl/

Cheers,
  -Jamie

Chris Ludwig wrote:
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> many already are. It is just as powerful and from what I've seen easier
> to code force and maintain.
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Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by LaMOnt[4] on Sat, 30 Sep 2006 02:16:33 GMT
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For sure, Uad is not going directx. The Pro Video market would not stand for
this. The Pixar's, SGI's workstations..Not to mention, Final Cut Pro, Avid..Nahh.
I don't buy it..
Again, the waves SSL plugs are wonderful..Matters not what platform it was
coded in, just as long as it performs..

Jamie K <Meta@Dimensional.com> wrote:
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Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by animix on Sat, 30 Sep 2006 02:49:16 GMT
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allow me the sonic mojo that I get with Cubase SX and UAD-1 plugins, I'd
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Deej

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> I have the Waves SSL plugins and I agree with everything you say about it.
> Nice package, although I haven't tried it inside Paris yet.
>

> As to the future of low latency native systems: Symphony can do 1.8MS at
> 64 samples right now.
>
> http://www.gearslutz.com/board/showthread.php?t=80936&hi ghlight=Symphony
>
> I think Brian and others are getting similar results on PC systems with
new
> RME Beta drivers. No need to wait for 80 core computers.
>
> As to efficiency, I can run about 80 channels of the Waves SSL plugins on
> my MacBook Pro. Sony is promising the Oxford plugs for Intel-Mac (RTAS)
will
> be out within a few weeks; I hope the efficiency is close.
> Gene
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Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by animix on Sat, 30 Sep 2006 03:40:03 GMT
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That's very interesting. Yesterday I bought two NVidia FX5500 dual head
viideo cards (AGP and PCI) with 256MB of VRAM on each card. I'm getting
ready to put my Matrox G450's (32MB per card-16MB per video head) out to
pasture. I've been very happy with the one I've got here in my Cubase
machine. It will be interesting to see how these work with my Paris rig on
Win ME. If I like the Waves SSL and the URS plugins, I'll probably build
muyself a new Paris rig using my Gigabyte NForce 3 chipset based mobo, see
if I can get Paris working on a dual core CPU and start running Paris on Win
XP again. I've got a dual core 4200 sitiing here and I'm going to do some
experimentation with getting it happening with Paris. Otherwise I'll see if
going with an XP 3500+ CPU will give me enough horsepower. If these work,
I'll likely sell 4 x of my ADAT cards, 3 UAD-1 cards and 2 HDSP 9652's and
retool my situation completely. As I said in my other post to this thread.
I'm getting tired of mixing on two DAWs and I'm not ready to get rid of
Paris. I just want that *reality* that I get with the UAD-1 plugins in Paris
without the latency.

Thanks for the heads up.

Deej

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Hey DJ,
I feel your pain..As I and others have been witness to your quest for 2 system
perfection.

For me, in my personal studio, I conceeded that onmy Dual-core Opteron(PT-M(48 stereo), & Nuendo) and I have A Paris machine with Acid. With a KVR switch,I choose the DAW that fits the song..One DAW at time:)

One thing that I can vouch for is the use of a analog mixer to sum , even with Paris. Just by using an old Mackie 1604vlz, you can hear the difference with just a stereo (2track) sub into the anolog mixer. Having a analog mixer will definitely smooth out Cubase /Nuendo's summing. Thus, letting the mixer push the app for a more aggresive sound.

I'm anolog summing believer. Even with these great new Plugins, Analog summing can make the difference.
P.S. Those Makie Onyx mixers are awsome for summing..Then you get those nice Pres..

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>new
>> RME Beta drivers. No need to wait for 80 core computers.
>>
>> As to efficiency, I can run about 80 channels of the Waves SSL plugins
on
>> my MacBook Pro. Sony is promising the Oxford plugs for Intel-Mac (RTAS)
>will
>> be out within a few weeks; I hope the efficiency is close.
>> Gene
>>
>
>

Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by LaMont on Sat, 30 Sep 2006 05:48:42 GMT

Did you know that Cubase 4 does not support Directx?

Chris Ludwig <chrisl@adkproaudio.com> wrote:
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Subject: Re: Anyone used this?Liquid MIx..No Waves SSL..WOW
Posted by Dedric Terry on Sat, 30 Sep 2006 15:53:17 GMT
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A bit of a sidenote, but interestingly Cubase 4 and Nuendo 4 apparently
won't support DirectX plugins anymore (don't know about video or driver
support - I'll have SX4 Monday to find out I hope).

I don't know if that implies anything in particular, at least in terms of
the longterm plans for DirectX, and Directshow vs. OpenGL, etc; could just
be Steinberg's attempt to push VST3, or just get rid of DirectX headaches
once and for all (since it is a more limited plugin format than VST).

The reviews of Liquid Mix I've read haven't been stellar. I'm holding out
for a Duende at some point.

Dedric

On 9/29/06 8:16 PM, in article 451dd381$1@linux, "LaMOnt"
<jjdpro@ameeriech.net> wrote:

>
> For sure, Uad is not going directx. The Pro Video market would not stand for
> this. The Pixar's, SGI's workstations..Not to mention, Final Cut Pro,
> Avid..Nahh.
> I don't buy it..
> Again, the waves SSL plugs are wonderful..Matters not what platform it was
> coded in, just as long as it performs..
>
> Jamie K <Meta@Dimensional.com> wrote:
>>
>> Of course no one is going to use direct show on OSX.
>>
>> Direct show/Direct X is proprietary Microsoft stuff.
>>
>> OpenGL is a multi-platform open system.
>>
>> Last I heard Microsoft was finding ways to make it hard for software
>> companies to continue to use OpenGL on MSWindows but at least some
>> software companies were fighting that. Dunno how that's been working out
>
>> but it seemed pretty fishy.
>>
>> Here's the OpenGL info page:
>>
>> http://www.opengl.org/about/
>>
>> OpenGL on the Mac: http://developer.apple.com/graphicsimaging/opengl/
>>

>> Cheers,
>> -Jamie
>> http://www.JamieKrutz.com
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