Subject: Author of Vertex VST will update with Latency compensator for Paris!! Posted by Dimitrios on Sat, 20 Jan 2007 21:53:33 GMT

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Yes.

I contacted the Vertex dsp vst plugin author who is a very nice guy by the way...

He will update vertex dsp fader vst plugin with a LIGHT manual delay compensator suited for us Parisians!!

The concept is the following:

We put dsp fader vst one very paris audio track.

Benefits.

We can solo mute certain Paris audio track groups.

Now you can solo your drumtracks only or maybe mute all your acoustic guitars !!

BEYOND these already implemented things this nice plugin has to offer tha author will implement the following:

Note that you have opened vertex on all paris audio tracks.

Now lets say you put waves rencomp to audiotrack 1 that introduces a delay of 64 samples.

What you do is type the number 64 on this track's vertex dsp vst instance the number 64 and ALL OTHER vertex instances GET DELAYED by 64 samples !! Isn't that a nice thought?

Same with eds insertion of a plugin like eds compressor with a lookahead, just type the corresponding samples in delay and all other tracks get delayed automatically!!

I hope that we will support this guy with this plugin if we want ci\ontinuing support...

What do you think >?>

Regards,

Dimitrios

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by excelar on Sat, 20 Jan 2007 22:27:31 GMT

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Can you post a link to the plugins?

Thanks

James

"Dimitrios" <musurgio@otenet.gr> wrote:

>

>Yes.

>I contacted the Vertex dsp vst plugin author who is a very nice guy by the >wav...

>He will update vertex dsp fader vst plugin with a LIGHT manual delay compensator

- >suited for us Parisians !!
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- >just type the corresponding samples in delay and all other tracks get delayed >automatically !!
- >I hope that we will support this guy with this plugin if we want ci\ontinuing >support...
- >What do you think >?>
- >Regards,
- >Dimitrios

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by Dimitrios on Sat, 20 Jan 2007 22:38:27 GMT

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http://www.vertexdsp.com/

Regards, Dimitrios

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

>

>Can you post a link to the plugins?

>

>Thanks

>James

>

>"Dimitrios" <musurgio@otenet.gr> wrote:

>>

>>Yes.

>>I contacted the Vertex dsp vst plugin author who is a very nice guy by the

>>way...

>>He will update vertex dsp fader vst plugin with a LIGHT manual delay compensator >>suited for us Parisians!!

- >>The concept is the following:
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- >>the number 64 and ALL OTHER vertex instances GET DELAYED by 64 samples
- >>Isn't that a nice thought?
- >>Same with eds insertion of a plugin like eds compressor with a lookahead,
- >>just type the corresponding samples in delay and all other tracks get delayed
- >>automatically !!
- >>I hope that we will support this guy with this plugin if we want ci\ontinuing
- >>support...
- >>What do you think >?>
- >>Regards,
- >>Dimitrios

>

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by Deej [4] on Sat, 20 Jan 2007 22:42:02 GMT

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Dimitrios,

So will this work for large latencies like the UAD-1?

"Dimitrios" <musurgio@otenet.gr> wrote in message news:45b2814d\$1@linux...

- >
- > Yes.
- > I contacted the Vertex dsp vst plugin author who is a very nice guy by the
- > way...
- > He will update vertex dsp fader vst plugin with a LIGHT manual delay
- > compensator
- > suited for us Parisians !!
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- > Benefits.
- > We can solo mute certain Paris audio track groups.
- > Now you can solo your drumtracks only or maybe mute all your acoustic
- > guitars

- > !!
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- > delayed
- > automatically !!
- > I hope that we will support this guy with this plugin if we want
- > ci\ontinuing
- > support...
- > What do you think >?>
- > Regards,
- > Dimitrios

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by gene lennon on Sat, 20 Jan 2007 22:48:41 GMT

View Forum Message <> Reply to Message

"Dimitrios" <musurgio@otenet.gr> wrote:

>

>Yes.

>I contacted the Vertex dsp vst plugin author who is a very nice guy by the >way...

>He will update vertex dsp fader vst plugin with a LIGHT manual delay compensator

>suited for us Parisians !!

>What do you think >

>Dimitrios

Dimitrios.

One again you have put a big smile on my face.

Absolutely interested.

Gene

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by Nappy on Sun, 21 Jan 2007 00:32:37 GMT

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respect

Nappy

```
"Dimitrios" <musurgio@otenet.gr> wrote:
>
>Yes.
>I contacted the Vertex dsp vst plugin author who is a very nice guy by the
>way...
>He will update vertex dsp fader vst plugin with a LIGHT manual delay compensator
>suited for us Parisians !!
>The concept is the following:
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>We can solo mute certain Paris audio track groups.
>Now you can solo your drumtracks only or maybe mute all your acoustic guitars
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>author will implement the following:
>Note that you have opened vertex on all paris audio tracks.
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>I hope that we will support this guy with this plugin if we want ci\ontinuing
>support...
>What do you think >?>
>Regards,
>Dimitrios
Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!!
Posted by Ted Gerber on Sun, 21 Jan 2007 04:50:38 GMT
View Forum Message <> Reply to Message
Very cool Dimitrios! You continue to energize us. I'm in.
Ted
```

Page 5 of 58 ---- Generated from The PARIS Forums

>I contacted the Vertex dsp vst plugin author who is a very nice guy by the

"Dimitrios" <musurgio@otenet.gr> wrote:

> >Yes. >way...

- >He will update vertex dsp fader vst plugin with a LIGHT manual delay compensator
- >suited for us Parisians !!
- >The concept is the following:
- >We put dsp fader vst one very paris audio track.
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- >I hope that we will support this guy with this plugin if we want ci\ontinuing >support...
- >What do you think >?>
- >Regards,
- >Dimitrios

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by Tom Bruhl on Sun, 21 Jan 2007 05:55:49 GMT

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This is a multi-part message in MIME format.

-----=_NextPart_000_00BD_01C73CF6.E4974A10

Content-Type: text/plain; charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Dimitrios,

You only have to type the latency once to compensate let's say 50 = tracks?

I'll buy that plugin.=20

Tom

"Ted Gerber" <tedgerber@rogers.com> wrote in message = news:45b2e30e\$1@linux...

Very cool Dimitrios! You continue to energize us. I'm in.

```
"Dimitrios" <musurgio@otenet.gr> wrote:
 >
 >Yes.
 >I contacted the Vertex dsp vst plugin author who is a very nice guy =
by the
 >way...
 >He will update vertex dsp fader vst plugin with a LIGHT manual delay =
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 >suited for us Parisians !!
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 >Now you can solo your drumtracks only or maybe mute all your acoustic =
quitars
 >!!
 >BEYOND these already implemented things this nice plugin has to offer =
tha
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 >I hope that we will support this guy with this plugin if we want =
ci\ontinuing
 >support...
 >What do you think >?>
 >Regards.
 >Dimitrios
```

I choose Polesoft Lockspam to fight spam, and you?

```
http://www.polesoft.com/refer.html
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charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
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charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
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<DIV><FONT face=3DArial size=3D2>You only have to&nbsp;type&nbsp;the =
latency once to=20
compensate let's say 50 tracks?</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I'll buy that =
plugin. </FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
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style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Ted Gerber" &lt:<A=20
 href=3D"mailto:tedgerber@rogers.com">tedgerber@rogers.com</A>&gt; =
wrote in=20
 message <A=20
href=3D"news:45b2e30e$1@linux">news:45b2e30e$1@linux</A>...</DIV><BR>Very=
cool=20
 Dimitrios! You continue to energize us. I'm=20
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 href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt;=20
 wrote:<BR>&qt;<BR>&qt;Yes.<BR>&qt;I contacted the Vertex dsp vst =
plugin author=20
 who is a very nice guy by the <BR > & gt; way... < BR > & gt; He will update =
vertex dsp=20
 fader vst plugin with a LIGHT manual delay compensator<BR>&gt;suited =
for us=20
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fader vst=20
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certain=20
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or=20
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```
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audiotrack 1=20
 that introduces a delay<BR>&gt;of 64 samples.<BR>&gt;What you do is =
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and ALL=20
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 >?><BR>&gt;Regards,<BR>&gt;Dimitrios <BR></BLOCKQUOTE>
<DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =
and=20
you?<BR><A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A>&nbsp;&nbsp;&nbsp;</FONT></DIV></BODY ></HTML>
----= NextPart 000 00BD 01C73CF6.E4974A10--
```

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by neil[1] on Sun, 21 Jan 2007 07:21:59 GMT

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It never ceases to amaze me how many people are willing to develop for Paris, except for those that created Paris.

Yes, Edmund, I'm talking to you.

Neil

```
"Tom Bruhl" <arpegio@comcast.net> wrote:
>
>
>Dimitrios,
>You only have to type the latency once to compensate let's say 50 =
```

```
>tracks?
>I'll buy that plugin.=20
>Tom
> "Ted Gerber" <tedgerber@rogers.com> wrote in message =
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> Ted
>
>
>
  "Dimitrios" <musurgio@otenet.gr> wrote:
> >Yes.
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> >He will update vertex dsp fader vst plugin with a LIGHT manual delay
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> >The concept is the following:
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>I choose Polesoft Lockspam to fight spam, and you?
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><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3DContent-Type content=3D"text/html; =
>charset=3Diso-8859-1">
><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
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><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Ted Gerber" <<A=20
> href=3D"mailto:tedgerber@rogers.com">tedgerber@rogers.com</A>> =
>wrote in=20
> message <A=20
>href=3D"news:45b2e30e$1@linux">news:45b2e30e$1@linux</A>...</DIV><BR>Very=
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> in.<BR><BR>Ted<BR><BR><BR><BR>"Dimitrios" <<A=20
> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20
> wrote:<BR>>>BR>>Yes.<BR>>I contacted the Vertex dsp vst =
>plugin author=20
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>vertex dsp=20
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>Dimitrios
</BLOCKQUOTE>

>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=

><DIV>

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Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by duncan on Sun, 21 Jan 2007 18:11:40 GMT

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Now this is a cool idea.

-- thanks -- chas.

>and=20

>

>vou?
<A=20

On 21 Jan 2007 07:53:33 +1000, "Dimitrios" <musurgio@otenet.gr> wrote:

>

- >Yes.
- >I contacted the Vertex dsp vst plugin author who is a very nice guy by the >way...
- >He will update vertex dsp fader vst plugin with a LIGHT manual delay compensator >suited for us Parisians!!
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- >What do you think >?>
- >Regards,
- >Dimitrios

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by Dimitrios on Sun, 21 Jan 2007 18:13:09 GMT

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Hi,

Regarding the latency yes u\you put it once and then on ALL other vertex instances (up to 128 !!!) get delayed for that amount of latency except for the track you manually put it!

Nice ye?

I proposed him that and he just accepted!!

Well I kindly asked him if he could implement vst support for vertex on his subs !!! but he kindly refused cause this is not planned for the present.... Regards,

Dimitrios

"DJ" <www.aarrrrggghhh!!!.com> wrote:

```
>Dimitrios,
>So will this work for large latencies like the UAD-1?
>"Dimitrios" <musurgio@otenet.gr> wrote in message news:45b2814d$1@linux...
>>
>> Yes.
>> I contacted the Vertex dsp vst plugin author who is a very nice guy by
the
>> way...
>> He will update vertex dsp fader vst plugin with a LIGHT manual delay
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>> ci\ontinuing
>> support...
>> What do you think >?>
>> Regards.
>> Dimitrios
```

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by brandon[2] on Mon, 22 Jan 2007 04:36:04 GMT

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```
Would be cool.
```

```
I like what Chuck is working on as well.
```

If it could automatically figure it out the latency would be awesome.

If you can just type in a latency you knew was greater than the largest it would be cool instead of trying to figure out what the actual latency is.

В

```
Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:
>Now this is a cool idea.
>
>-- thanks -- chas.
>On 21 Jan 2007 07:53:33 +1000, "Dimitrios" <musurgio@otenet.gr> wrote:
>
>>
>>Yes.
>>I contacted the Vertex dsp vst plugin author who is a very nice guy by
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>>He will update vertex dsp fader vst plugin with a LIGHT manual delay compensator
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>>support...
>>What do you think >?>
>>Regards,
```

>

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by Tom Bruhl on Mon, 22 Jan 2007 07:54:16 GMT

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This is a multi-part message in MIME format.

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-----=_NextPart_000_01C7_01C73DD0.9ACFCCB0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
```

Dimitrios.

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Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message = news:45b468da\$1@linux...

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Regards,

Dimitrios

"Brandon" <a@a.com> wrote:

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</HEAD>
<BODY bgColor=3D#ffffff>
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----=_NextPart_000_01C7_01C73DD0.9ACFCCB0--
```

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !! Posted by Dimitrios on Mon, 22 Jan 2007 08:33:46 GMT

View Forum Message <> Reply to Message

Hi.

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Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by Dimitrios on Mon, 22 Jan 2007 09:05:48 GMT

View Forum Message <> Reply to Message

Dear Tom,

No it is not that difficult as you think the soloing thing.

See how it works.

You have ONCE configure what tracks are to be grouped to whatever group 1,2,3,4...up to 32!!

When you configure like drums group 1 guitars group 2, keys group 3, vocals group 4 ,etc... then you just have to open on only instance of the corrsponding group set i.e open kick to solo all drums group, open solo guitar to solo all guitar group etc...

This solo in editor thing I guess is only for one submix right?

This vertex though looks great too !!

So flexible can do more than solo and mute can do bypass and can fade volumes beetween groups with volume offsets!!

Needs some experiment and manual reading I guess.

Regards.

Dimitrios

"Tom Bruhl" <arpegio@comcast.net> wrote:

> >

>Dimitrios,

>I'm still liking it as much as anything else I've heard.

>The grouping feature is just another plus although

>it must be a pain to use - opening plugins etc..

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>Have you checked out Brian's technique of soloing within

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Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by Aaron Allen on Mon, 22 Jan 2007 14:46:25 GMT View Forum Message <> Reply to Message

This is a multi-part message in MIME format.

-----=_NextPart_000_0073_01C73E01.CD10FB00 Content-Type: text/plain; charset="iso-8859-1" Content-Transfer-Encoding: quoted-printable

Tom, it is simple. Select in the editor what tracks you want to solo. = You can use control+k to cut at the time line if you have a specific = section you want. With those highlighted, go to the Control 16 and there = is a specific button for play selected it. That's it. Just undo your = cuts once you're done here with a control+z.=20

AA

"Tom Bruhl" <arpegio@comcast.net> wrote in message = news:45b46e27@linux...

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-----=_NextPart_000_0073_01C73E01.CD10FB00
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Content-Transfer-Encoding: quoted-printable
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Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by Tom Bruhl on Mon, 22 Jan 2007 15:45:52 GMT View Forum Message <> Reply to Message

This is a multi-part message in MIME format.

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Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Aaron,
I'll get right on it. I never cut them in the past.
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Thanks,
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>>-- thanks -- chas.

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</HTML>
----= NextPart 000 006B 01C73E12.7CE16C30--
```

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by Rod Lincoln on Mon, 22 Jan 2007 19:36:59 GMT View Forum Message <> Reply to Message

```
Yeah, I use it all the time. Also has the benifit of hearing and effects you
have on it in solo AND talent can hear the solo.
This makes for a very flexible solo function. If I'm tracking and I wan't
to solo and have the talent NOT here it that way, I use the normal solo button.
If the talent wants to hear what they've done solo'd up I use the "play selection"
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Rod
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> within</DIV> >it out but=20 > he makes it</DIV> > <DIV>look simple like everything = >else..</DIV> > <DIV>Tom</DIV> > <BLOCKQUOTE=20 > style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; = >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px"> > <DIV>"Dimitrios" <<A=20 href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote = >in message=20 <A=20 >href=3D"news:45b468da\$1@linux">news:45b468da\$1@linux...</DIV>
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Although a >plug-in=20 reports its latency to the host, a plug-in cannot request
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Thats why we are somehow doomed for automatic = >latency=20 detection.
But this hand typing of latency for a single plugin is >a great=20 feature !!
Regards,
Dimitrios

"Brandon" <<A=20 href=3D"mailto:a@a.com">a@a.com> wrote:
>>BR>>Would = >be=20 cool.
>I like what Chuck is working on as well.
>If it = >could=20 automatically figure it out the latency would be awesome.
>If = >you can=20 > just type in a latency you knew was greater than the=20 largest
it
>would be cool instead of trying to figure out = >what the=20 actual latency is.
>B
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>>Chas. Duncan=20 <duncan5199ATsbcglobalDOTnet@> = >wrote:
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>>Now this=20 is a cool idea.
>>-- thanks --= 20 chas.
>>
>>On 21 Jan 2007 07:53:33 +1000, = >"Dimitrios"=20 <musurgio@otenet.gr> = > >wrote:
>>>BR>>>>Yes.
>>>I=20

contacted the Vertex dsp vst plugin author who is a very nice guy=20

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> by<BR>>the<BR>>>>way...<BR>>>>He will update =
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> <DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam,
>and=20
> vou?<BR><A=20
> =
>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
```

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris!! Posted by Tom Bruhl on Mon, 22 Jan 2007 20:34:04 GMT

View Forum Message <> Reply to Message

```
This is a multi-part message in MIME format.
```

```
----= NextPart 000 0141 01C73E3A.BF902A30
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
R-i-g-h-t! Cool beans.
 "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
news:45b5044b$1@linux...
 Yeah, I use it all the time. Also has the benifit of hearing and =
effects you
 have on it in solo AND talent can hear the solo.
 This makes for a very flexible solo function. If I'm tracking and I =
wan't
 to solo and have the talent NOT here it that way, I use the normal =
solo button.
 If the talent wants to hear what they've done solo'd up I use the =
"play selection"
 method (al a Brian's technique)
 Rod
 "Aaron Allen" <know-spam@not_here.dude> wrote:
 >
>
 >Tom, it is simple. Select in the editor what tracks you want to solo. =
=3D
 >You can use control+k to cut at the time line if you have a specific =
=3D
 >section you want. With those highlighted, go to the Control 16 and =
there
 =3D
 >is a specific button for play selected it. That's it. Just undo your =
 >cuts once you're done here with a control+z.=3D20
 >
 >AA
 > "Tom Bruhl" <arpegio@comcast.net> wrote in message =3D
 >news:45b46e27@linux...
 > Dimitrios.
 > I'm still liking it as much as anything else I've heard.
 > The grouping feature is just another plus although
 > it must be a pain to use - opening plugins etc..
 >
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```
> Have you checked out Brian's technique of soloing within
 > a Paris editor? I never figured it out but he makes it
 > look simple like everything else..
 > Tom
    "Dimitrios" <musurgio@otenet.gr> wrote in message =3D
 >news:45b468da$1@linux...
   Hi.
    Automatic figuring out of actual latency is a "impossible" task.
    Although a plug-in reports its latency to the host, a plug-in =
cannot
 =3D
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=3D
 >feature!!
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    "Brandon" <a@a.com> wrote:
 > >Would be cool.
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 > >If it could automatically figure it out the latency would be =3D
 >awesome.
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 > it
    >would be cool instead of trying to figure out what the actual =
=3D
 >latency is.
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    >
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    >Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:
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    >>
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=3D
 >wrote:
 > >>
 > >>>
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   >>>I contacted the Vertex dsp vst plugin author who is a very =
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   >the
 > >>>way...
    >>>He will update vertex dsp fader vst plugin with a LIGHT manual =
=3D
 >delay compensator
 > >>suited for us Parisians !!
 > >>>The concept is the following:
 > >>>We put dsp fader vst one very paris audio track.
 > >>>Benefits.
 > >>>We can solo mute certain Paris audio track groups.
 > >>Now you can solo your drumtracks only or maybe mute all your =
=3D
 >acoustic
 > quitars
 > >>>!!
 > >>>BEYOND these already implemented things this nice plugin has =
to = 3D
 >offer
 > tha
 > >>author will implement the following:
 > >>Note that you have opened vertex on all paris audio tracks.
 >>>Now lets say you put waves rencomp to audiotrack 1 that =3D
 >introduces a
 > delav
   >>>of 64 samples.
    >>>What you do is type the number 64 on this track's vertex dsp =
 >
vst
 =3D
 >instance
   >>>the number 64 and ALL OTHER vertex instances GET DELAYED by 64 =
=3D
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   >>
   >
 >
 >
 > I choose Polesoft Lockspam to fight spam, and you?
 > http://www.polesoft.com/refer.html =20
 ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
 ><HTML><HEAD>
 ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
 >charset=3D3Diso-8859-1">
 ><META content=3D3D"MSHTML 6.00.5730.11" name=3D3DGENERATOR>
 ><STYLE></STYLE>
 ></HEAD>
 ><BODY bgColor=3D3D#ffffff>
 ><DIV><FONT face=3D3DArial size=3D3D2>Tom, it is simple. Select in the =
editor
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 >what tracks=3D20
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 ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2>AA</FONT></DIV>
 ><BLOCKQUOTE dir=3D3Dltr=3D20
 >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
 >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 > <DIV>"Tom Bruhl" <<A=3D20
 > href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>> =
wrote =3D
 >in message=3D20
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```
> <A href=3D3D"news:45b46e27@linux">news:45b46e27@linux</A>...</DIV>
 > <DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
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 > =3D
>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
 >.html</A> </FONT></DIV></BLOCKQUOTE></BODY></HTML>
 >
 >
----= NextPart 000 0141 01C73E3A.BF902A30
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
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</HEAD>
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<DIV><FONT face=3DArial size=3D2>R-i-g-h-t!&nbsp; Cool =
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&at:&at:&at:of 64=20
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this guy=20
 with this plugin if we =
want<BR>=3D<BR>&gt;ci\ontinuing<BR>&gt;&nbsp;&nbsp;&nbsp;=20
 >>>support...<BR>&gt;&nbsp;&nbsp; &gt;&gt;&gt;What do =
you think=20
 >?><BR>&gt;&nbsp;&nbsp;&nbsp;=20
 >>>Regards,<BR>&gt;&nbsp;&nbsp;&nbsp;=20
 >>>Dimitrios<BR>&gt;&nbsp;&nbsp;&nbsp;=20
 >><BR>&gt;&nbsp;&nbsp;&nbsp; =
><BR>&gt;<BR>&gt;&nbsp;=20
 I choose Polesoft Lockspam to fight spam, and you?<BR>&gt;&nbsp; <A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A>&nbsp;&nbsp;=20
 <BR>&gt;<BR>&gt;&lt;!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
 Transitional//EN"><BR>&gt;&lt;HTML&gt;&lt;HEAD&gt; <BR>&gt;&lt;META=20
 http-equiv=3D3DContent-Type content=3D3D"text/html;=20
 =3D<BR>&gt;charset=3D3Diso-8859-1"&gt;<BR>&gt;&lt;META =
content=3D3D"MSHTML=20
 6.00.5730.11"=20
name=3D3DGENERATOR><BR>&gt;&lt;STYLE&gt;&lt;/STYLE&gt; <BR>&gt;&lt;/HEA=
D><BR>&gt;&lt;BODY=20
 bgColor=3D3D#ffffff><BR>&gt;&lt;DIV&gt;&lt;FONT face=3D3DArial =
size=3D3D2>Tom,=20
 it is simple. Select in the editor<BR>=3D<BR>&gt;what =
tracks=3D20<BR>&gt;you want=20
 to solo. You can use control+k to cut at the time line if you =
=3D<BR>&gt;have=20
 a=3D20<BR>&gt;specific section you want. With those highlighted, go to =
the=20
 Control 16<BR>=3D<BR>&gt;and=3D20<BR>&gt;there is a specific button =
for play=20
 selected it. That's it. Just undo =3D<BR>&gt;your =
cuts=3D20<BR>&gt;once you're=20
 done here with a control+z.=20
 &lt:/FONT>&lt:/DIV&gt:<BR>&gt;&lt:DIV&gt;&lt:FONT face=3D3DArial=20
 size=3D3D2></FONT&gt; &lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =
face=3D3DArial=20
 size=3D3D2>AA</FONT&gt;&lt;/DIV&gt; <BR>&gt;&lt;BLOCKQUOTE=20
 dir=3D3Dltr=3D20<BR>&qt;style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: =
5px;=20
```

```
MARGIN-LEFT: 5px; =3D<BR>&gt;BORDER-LEFT: #000000 2px solid; =
MARGIN-RIGHT:=20
 Opx"><BR>&gt;&nbsp; &lt;DIV&gt;"Tom Bruhl" =
<&lt;A=3D20<BR>&gt;&nbsp;=20
href=3D3D"<A=20
href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A'>mailto:arpegi=
o@comcast.net">arpegio@comcast.net</A</A>&gt;&gt;=20
wrote =3D<BR>&gt;in message=3D20<BR>&gt;&nbsp; &lt;A href=3D3D"<A=20
href=3D'news:45b46e27@linux">news:45b46e27@linux</A>...</DIV'>news:45b46e=
27@linux">news:45b46e27@linux</A&gt;...&lt;/DIV</A>&gt;<BR>&gt;&nbs=
p = 20
 <DIV&gt;&lt;FONT face=3D3DArial=20
 size=3D3D2>Dimitrios,</FONT&gt;&lt;/DI V&gt; <BR>&gt;&nbsp;=20
 <DIV&gt;&lt;FONT face=3D3DArial size=3D3D2&gt;I'm still liking it =
as much as=20
=3D<BR>&gt;anything else I've=3D20<BR>&gt;&nbsp;=20
heard.</FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &lt;DIV&gt;&lt;FONT =
face=3D3DArial=20
size=3D3D2>The grouping feature is just=20
another<BR>=3D<BR>&gt;plus=3D20<BR>&gt;&nbsp;=20
 although</FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &lt;DIV&gt;&lt;FONT=20
face=3D3DArial size=3D3D2>it must be a pain to use - opening=20
 =3D<BR>&gt;plugins=3D20<BR>&gt;&nbsp; =
etc..</FONT&gt;&lt:/DIV&gt;<BR>&gt;&nbsp;=20
 <DIV&gt;&lt;FONT face=3D3DArial size=3D3D2&gt;&lt;/FONT&gt;=20
 </DIV&gt;<BR>&gt;&nbsp; &lt;DIV&gt;&lt;FONT face=3D3DArial =
size=3D3D2>Have=20
 you checked out Brian's =3D<BR>&gt;technique of =
soloing=3D20<BR>&gt;&nbsp;=20
 within</FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &lt;DIV&gt;&lt;FONT =
face=3D3DArial=20
 size=3D3D2>a Paris editor? I never figured =3D<BR>&gt;it out=20
 but=3D20<BR>&gt;&nbsp; he makes =
it&lt:/FONT>&lt:/DIV><BR>&gt;&nbsp:=20
 <DIV&gt;&lt;FONT face=3D3DArial size=3D3D2&gt;look simple like =
everything=20
 =3D<BR>&gt;else..&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&nbsp; =
<DIV&gt;&lt;FONT=20
face=3D3DArial =
size=3D3D2>Tom</FONT&gt;&lt;/DIV&g t; <BR>&gt;&nbsp;=20
 <BLOCKQUOTE=3D20<BR>&gt;&nbsp; style=3D3D"PADDING-RIGHT: 0px; =
PADDING-LEFT:=20
 5px; MARGIN-LEFT: 5px; =3D<BR>&gt;BORDER-LEFT: #000000 2px solid; =
MARGIN-RIGHT:=20
0px"><BR>&gt;&nbsp;&nbsp;&nbsp; &lt;DIV&gt;"Dimitrios"=20
 <&lt;A=3D20<BR>&gt;&nbsp;&nbsp; href=3D3D"<A=20
```

```
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
@otenet.gr">musurgio@otenet.gr</A</A>&gt;&gt;=20
wrote =3D<BR>&gt;in message=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20
 <A=3D20<BR>&gt;&nbsp;&nbsp; =3D<BR>&gt;href=3D3D"<A=20
href=3D'news:45b468da$1@linux">news:45b468da$1@linux</A>...</DIV><BR>Hi'>=
news:45b468da$1@linux">news:45b468da$1@linux</A&gt;...&lt;/DIV&gt;&=
lt;BR>Hi</A>,&lt;=3D<BR>&gt;BR&gt;Automatic=3D20 <BR>&gt;&nbsp;&nbsp;&n=
bsp:=20
figuring out of actual latency is a "impossible" =
task.&lt:BR&at:Although=20
 a<BR>=3D<BR>&gt;plug-in=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; reports its =
latency to the=20
host, a plug-in cannot request<BR&gt;this =3D<BR>&gt;value=20
from=3D20<BR>&gt;&nbsp;&nbsp; another plug-in !&lt;BR&gt;Thats =
why we are=20
 somehow doomed for automatic =
=3D<BR>&gt;latency=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20
 detection.<BR&gt;But this hand typing of latency for a single =
plugin=20
is<BR>=3D<BR>&gt;a great=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; feature=20
 !!<BR&gt;Regards,&lt;BR&gt;Dimitrios& lt;BR&gt;&lt;BR&gt; "Brandon"=20
 <&lt;A=3D20<BR>&gt;&nbsp;&nbsp; href=3D3D"<A=20
href=3D'mailto:a@a.com">a@a.com</A'>mailto:a@a.com"&qt;a@a.com&lt;/A</A>&=
gt;>=20
 wrote:<BR&gt;&gt;&lt;BR&gt;&gt;Wo uld=20
=3D<BR>&gt;be=3D20<BR>&gt;&nbsp;&nbsp; cool.&lt;BR&gt;&gt;I like =
what Chuck=20
is working on as well.<BR&gt;&gt;If it=20
 =3D<BR>&gt;could=3D20<BR>&gt;&nbsp;&nbsp; automatically figure =
it out the=20
latency would be awesome.<BR&gt;&gt;If =3D<BR>&gt;you=20
 can=3D20<BR>&gt;&nbsp;&nbsp; just type in a latency you knew was =
greater=20
than the=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; =
largest<BR&gt;it&lt;BR&gt;&gt;would=2 0
be cool instead of trying to figure out =3D<BR>&gt;what=20
the=3D20<BR>&gt;&nbsp;&nbsp; actual latency is.&lt;BR&gt;&gt;B=20
 <BR&gt;&gt;&lt;BR&gt;&gt;&lt; BR&gt;&gt;Chas.=20
 Duncan=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; =
&lt:duncan5199ATsbcglobalDOTnet@&gt:=20
 =3D<BR> &gt;wrote:&lt;BR&gt;&gt;&gt;&lt;BR&a mp;gt;&gt;&gt;Now=20
this=3D20<BR>&gt;&nbsp;&nbsp; is a cool=20
 idea.<BR&gt;&gt;&gt;&lt;BR&gt;&am p;gt;&gt;-- thanks=20
 --=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; =
chas.<BR&gt;&gt;&lt;BR&gt;&am p;gt;&gt;On 21=20
```

```
Jan 2007 07:53:33 +1000, =
=3D<BR>&gt;"Dimitrios"=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20
 <&lt;A href=3D3D"<A=20
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
@otenet.gr\u00e4kgt;musurgio@otenet.gr\u00e4lt;/A</A>\u00e4gt;\u00e4gt;=20
 =3D<BR>&qt;<BR>&qt;&nbsp;&nbsp;&nbsp;=20
=3D<BR> &qt;wrote:&lt;BR&qt;&qt;&qt;&lt;BR&a mp;qt;&qt;&qt;&qt;&lt;BR&qt;&qt;&amp ;q=
t;>Yes.<BR&gt;&gt;&gt;&gt;l=3D 20 <BR>&gt;&nbsp;&nbsp;&nbsp;=20
 contacted the Vertex dsp vst plugin author who is a very nice=20
 quy=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20
by<BR&gt;&gt;the&lt;BR&gt;&gt;&am p;gt;&gt;way...&lt;BR&gt;&gt;&gt;&gt;+e =
will=20
 update =3D<BR>&gt;vertex dsp=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; fader vst =
plugin with=20
 a LIGHT manual delay=20
=3D<BR> &gt;compensator&lt;BR&gt;&gt;&gt;&gt ;suited=3D20 <BR>&gt;&nbsp;&nbs=
p; =20
 for us Parisians !!<BR&gt;&gt;&gt;The concept is=20
 the=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; following:&lt;BR&gt;&gt;&gt;&gt;We =
put dsp=20
 fader vst one very paris audio=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20
 track.<BR&qt;&qt;&qt;Benefits.&am p;lt;BR&qt;&qt;&qt;We can solo =
mute=20
 =3D<BR>&gt;certain=3D20<BR>&gt;&nbsp;&nbsp; Paris audio track=20
 groups.<BR&gt;&gt;&gt;Now you can solo your=20
 =3D<BR>&gt;drumtracks=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; only or maybe =
mute all=20
 your=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20
acoustic<BR&gt;guitars&lt;BR&gt;&gt;& amp;gt;&gt;!!&lt;BR&gt;&gt;&gt;&gt;B E=
YOND=20
 these =3D<BR>&gt;already=3D20<BR>&gt;&nbsp;&nbsp; implemented =
things this=20
 nice plugin has to=3D20<BR>&qt;&nbsp;&nbsp;&nbsp;=20
 offer<BR&gt;tha&lt;BR&gt;&gt;&gt; &gt;author will implement=20
 the=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; =
following:<BR&gt;&gt;&gt;Note that you=20
 have opened vertex on all =
=3D<BR>&gt;paris=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; audio=20
 tracks.<BR&gt;&gt;&gt;Now lets say you put waves rencomp =
=3D < BR > & at;to = 20
 =3D20<BR>&gt;&nbsp;&nbsp; audiotrack 1 that introduces=20
 a<BR&gt;delay&lt;BR&gt;&gt;&a mp;gt;of =
64=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20
```

```
samples.<BR&gt;&gt;&gt;What you do is type the number 64 on =
this=20
  =3D<BR>&gt;track's=3D20<BR>&gt;&nbsp;&nbsp; vertex dsp vst=20
  instance<BR&gt;&gt;&gt;the number 64 and ALL OTHER=20
  =3D<BR>&gt;vertex=3D20<BR>&gt;&nbsp;&nbsp; instances GET DELAYED =
by 64=20
   samples<BR&gt;&gt;!!&lt;BR&gt;&gt;&gt;kgt;lsn't =3D<BR>&gt;that=20
  a=3D20<BR>&gt;&nbsp;&nbsp; nice thought =
?<BR&gt;&gt;&gt;Same with=20
  eds insertion of a plugin =3D<BR>&gt;like =
eds=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20
  compressor with a lookahead, < BR&gt; &gt; &gt; \u00e4gt; \u00e
  =3D<BR>&gt;corresponding=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; samples in =
delay and all=20
  other tracks=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20
   get<BR&gt;delayed&lt;BR&gt;&gt;&gt;automatically=20
  !!\&lt:BR\&qt:\&qt:\&qt:\&qt:l hope = 3D < BR > \&qt:that =
we=3D20<BR>&qt;&nbsp;&nbsp;&nbsp;=20
  will support this guy with this plugin if we =
want=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20
   ci\ontinuing<BR&qt;&qt;&qt;suppor t...&lt;BR&qt;&qt;&qt;What =
do you=20
  =3D<BR>&gt;think=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20
=3D<BR> &gt;&gt;&gt;&gt;&gt;&gt;&gt;& amp;gt;Regards,&lt;BR&gt;&gt;&gt;D=
imitrios<BR&gt;&gt;&gt;&lt;BR=3D<BR>&gt;&gt;&gt;&lt;BR&gt;&lt;/BLOCKQU=
OTE><BR>&gt;&nbsp;=20
  <DIV&gt;&lt;FONT size=3D3D2&gt;&lt;BR&gt;&lt;BR&gt;I choose =
Polesoft Lockspam=20
  to fight spam,<BR>=3D<BR>&gt;and=3D20<BR>&gt;&nbsp;=20
  you?<BR&gt;&lt;A=3D20<BR>&gt;&nbsp; =3D<BR>&gt;href=3D3D"<A=20
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>=3D<BR>&gt:.html&lt:/A&gt:=20
 </FONT&gt;&lt;/DIV&gt;&lt;/BLOCKQUOTE &gt;&lt;/BODY&gt;&lt;/HTML&gt; <BR=
>&qt;<BR>&qt;<BR></BLOCKQUOTE></BODY></HTML>
----= NextPart 000 0141 01C73E3A.BF902A30--
```