
Subject: Re: What to buy?: Sonar, Cubase, Live, hmmm
Posted by [Aaron Allen](#) on Fri, 08 Feb 2008 01:02:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

SONAR is my 'go to' for midi and sequence building. Yes, it does loop stretching, like acid. And the artifacts are quite livable. The mixbus has improved greatly. Precision and automation are great. Dxi/VSTi capable. DX/VST capable.

My only complaint really is that it doesn't do low latency all that well... yet.. but for what I'm using it for it smokes. I can see the day when I leave Paris that Sonar will be my choice.

AA

"Mike R" <emarenot@yahoo.com> wrote in message news:47aba75e\$1@linux...

>
> Ok quad core is built and seems to be running just fine. I was going to
> use
> Reaper as the main DAW, BUUUT, I need Acid-like functions. Specifically
> the ability to audition loops tempo matched to the piece and easily load
> them into a track. Live does this, as does Acid. Reaper doesn't. Damn.
> I'm going to try and rewire Live (I've got the 7.0.2 demo) into Reaper and
> see how that goes. But I really just want to stay with ONE app in ONE
> box.
> I was thinking about Live, but the demo I've been using is acting really
> funny. Multiple envelopes and I'm getting crackles and pops. One would
> think its a latency issue, but nope, I've got only 10 tracks running and
> Live's own cpu meter says like 6%. (Oh, and 15+ tracks in Reaper -no pops
> and crackles.) And, I guess I'm not alone in the problem. Other guys have
> reported similar concerns on the Live forums. THIS is a deal
> breaker -unpredictable
> popping: mondo drag. SO....I'm thinking Sonar. I called Sweetwater to
> confirm
> that Sonar would behave like Acid -preview loops at project tempo and
> playback
> at project tempo. The guy I talked to, he doesn't know.... I recall some
> of you good folks using Sonar -is Sonar on Acid?
> MR

Subject: Re: What to buy?: Sonar, Cubase, Live, hmmm
Posted by [Dedric Terry](#) on Fri, 08 Feb 2008 01:13:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mike - Sonar and Cubase will preview and import acidized wav files, and tempo match.

Cubase has Media Bay which allows you to browse media files, and if desired

preview at project tempo, or the file's original tempo. In Sonar 7 when importing audio, the file will preview at project tempo.

Dedric

"Mike R" <emarenot@yahoo.com> wrote in message news:47aba75e\$1@linux...

>

> Ok quad core is built and seems to be running just fine. I was going to

> use

> Reaper as the main DAW, BUUUT, I need Acid-like functions. Specifically

> the ability to audition loops tempo matched to the piece and easily load

> them into a track. Live does this, as does Acid. Reaper doesn't. Damn.

> I'm going to try and rewire Live (I've got the 7.0.2 demo) into Reaper and

> see how that goes. But I really just want to stay with ONE app in ONE

> box.

> I was thinking about Live, but the demo I've been using is acting really

> funny. Multiple envelopes and I'm getting crackles and pops. One would

> think its a latency issue, but nope, I've got only 10 tracks running and

> Live's own cpu meter says like 6%. (Oh, and 15+ tracks in Reaper -no pops

> and crackles.) And, I guess I'm not alone in the problem. Other guys have

> reported similar concerns on the Live forums. THis is a deal

> breaker -unpredictable

> popping: mondo drag. SO....I'm thinking Sonar. I called Sweetwater to

> confirm

> that Sonar would behave like Acid -preview loops at project tempo and

> playback

> at project tempo. The guy I talked to, he doesn't know.... I recall some

> of you good folks using Sonar -is Sonar on Acid?

> MR

Subject: What to buy?: Sonar, Cubase, Live, hmmm

Posted by [emarenot](#) on Fri, 08 Feb 2008 01:50:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok quad core is built and seems to be running just fine. I was going to use Reaper as the main DAW, BUUUT, I need Acid-like functions. Specifically the ability to audition loops tempo matched to the piece and easily load them into a track. Live does this, as does Acid. Reaper doesn't. Damn. I'm going to try and rewire Live (I've got the 7.0.2 demo) into Reaper and see how that goes. But I really just want to stay with ONE app in ONE box.

I was thinking about Live, but the demo I've been using is acting really funny. Multiple envelopes and I'm getting crackles and pops. One would think its a latency issue, but nope, I've got only 10 tracks running and Live's own cpu meter says like 6%. (Oh, and 15+ tracks in Reaper -no pops and crackles.) And, I guess I'm not alone in the problem. Other guys have

reported similar concerns on the Live forums. This is a deal breaker -unpredictable popping: mondo drag. SO....I'm thinking Sonar. I called Sweetwater to confirm that Sonar would behave like Acid -preview loops at project tempo and playback at project tempo. The guy I talked to, he doesn't know.... I recall some of you good folks using Sonar -is Sonar on Acid?

MR

Subject: Re: What to buy?: Sonar, Cubase, Live, hmmm

Posted by [TCB](#) on Fri, 08 Feb 2008 18:39:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

They're all fine apps. I haven't used Sonar since probably version 5 or so, but they're really committed to Windows and at least won't abscond to another platform and leave you screwed. Not that I'm mentioning [logic] any company [emagic] in [screwed their Windows users] particular. It will do all of the stuff you're asking about, but will be some overkill as well.

I'm a loud and long standing proponent of Live, it's more than just a looping app, though it's probably the best looping app that ever has been. I haven't had any problems but I have a pretty vanilla platform I run things on and it's unusually stable. Running a quad core right now is slightly gutsy, I'd certainly talk to Ableton before dismissing the app outright.

SX 4, as I said here earlier, is a pretty massive update over SX 3. The Media bay is cool and would work for what you want. I'm also a long time SX user.

Any of these might also replace Reaper as your 'go to' tracker over time as well. Or they might not. All pretty good stuff though.

TCB

"Mike R" <emarenot@yahoo.com> wrote:

>

>Ok quad core is built and seems to be running just fine. I was going to use

>Reaper as the main DAW, BUUUT, I need Acid-like functions. Specifically

>the ability to audition loops tempo matched to the piece and easily load

>them into a track. Live does this, as does Acid. Reaper doesn't. Damn.

>I'm going to try and rewire Live (I've got the 7.0.2 demo) into Reaper and

>see how that goes. But I really just want to stay with ONE app in ONE box.

> I was thinking about Live, but the demo I've been using is acting really

>funny. Multiple envelopes and I'm getting crackles and pops. One would

>think its a latency issue, but nope, I've got only 10 tracks running and

>Live's own cpu meter says like 6%. (Oh, and 15+ tracks in Reaper -no pops

>and crackles.) And, I guess I'm not alone in the problem. Other guys have

>reported similar concerns on the Live forums. This is a deal breaker -unpredictable

>popping: mondo drag. SO....I'm thinking Sonar. I called Sweetwater to confirm
>that Sonar would behave like Acid -preview loops at project tempo and playback
>at project tempo. The guy I talked to, he doesn't know.... I recall some
>of you good folks using Sonar -is Sonar on Acid?
>MR
