
Subject: Anyone Tried Waves Q-Clone?

Posted by [Gary Flanigan](#) on Fri, 06 Jan 2006 01:57:27 GMT

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> will be worth whatever in a couple of years.

>>

>> Any advice appr

Subject: Re: Anyone Tried Waves Q-Clone?

Posted by [Jesse Skeens](#) on Fri, 06 Jan 2006 08:53:39 GMT

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"Gary Flanigan" <gary_flanigan@ce9.uscourts.gov> wrote:

>

>This is an interesting concept, but does it work? And does it work in PARIS?

>

>Thanks

Havent tried it in Paris but I tried it and using it to capture my Daking EQ it performed very well. I could not hear the difference between the two, in fact I actually picked the qclone as being the hardware (it was so close I was practically guesing though).

Subject: Re: Anyone Tried Waves Q-Clone?

Posted by [gene lennon](#) on Fri, 06 Jan 2006 15:51:02 GMT

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"Gary Flanigan" <gary_flanigan@ce9.uscourts.gov> wrote:

>

>This is an interesting concept, but does it work? And does it work in PARIS?

>

>Thanks

I tried the demo, but not in Paris. I had a very similar experience to Jesse. The Q-cloned eq was almost indistinguishable from the originals I tried. The only reason I did not purchase it (aside for not liking Waves update

Q-Clone however does allow people to share impulses of good sounding gear. I found that aspect more intriguing. Many people have complained that the process of hunting around through impulses with one db variations is painfully time-consuming, but I found a simple technique that is quick.

Pick an impulse that is close to what you are looking for (like a Neve with 3db boost at 10K) and then use a high quality plugin eq like the Sony Oxford

cloned eq. I use a similar technique with TriTones ColorTone.

Overall, the sound is quite impressive, and CPU/Load issues will soon go

One site sharing high-end Q-Clone impulses:
<http://www.buenosairesbreaks.com/q-clone/>

Gene

Subject: Re: Anyone Tried Waves Q-Clone?
Posted by [Deej \[1\]](#) on Sat, 07 Jan 2006 18:02:18 GMT
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Fast computers aren't the silver bullet for ever bugaboo relating to native systems, I'm finding, but they certainly do get you down the road a bit quicker. Even with almost 5GHz of processing power and 4G RAM, there are buffer issues. They are a different kind of buffer issue though. After a while, working at small buffer settings (64-128k), I will start getting some cracking in the audio. The fix is to toggle the buffer setting to another setting, then back again. This clears it up until it starts happening again a few hours later. The good news is that you can actually toggle the buffer settings without having to wait a while for it to happen and while waiting, wonder if you are going to have to reboot your machine because it won't quite be able to pull off the buffer setting switch while the audio app is running.

I'm waiting for one last VSTi to show up here before I get into the whole in-depgh Windows optimization thing. I was mixing project last in SX with 58 tracks, (bussing 12 drum tracks to a stereo pair in Paris-that is sooo cool) and streaming the other 46 tracks over lightpipe. My buffers in Sx were set to 128k. I was able to get pretty surgical with my fader moves at this low latency and after about an hour and a half, when the crackling would start up, I'd just toggle to 256, let the project reset to these buffers, then toggle back to 128. Took less than 30 seconds and I was good again.. This is with just the very basic system tweaking done. there are still a lot of background services running. I think that after I finish the final tweaks to this system, it's going to be a monster box. Right now I can load the most CPU/memory intensive patch into Ivory and then trigger 10 notes with the sustain pedal depressed and it will decay to silence over about 15 seconds with no dropouts at 64k buffer settings.

;o)

"gene lennon" <glennon@NOSPmyrealbox.com> wrote in message

news:43be83d6\$1@linux...

>

> "Gary Flanigan" <gary_flanigan@ce9.uscourts.gov> wrote:

> >

> > This is an interesting concept, but does it work? And does it work in PARIS?

> >

> > Thanks

>

>

> I tried the demo, but not in Paris. I had a very similar experience to Jesse.

> The Q-cloned eq was almost indistinguishable from the originals I tried.

> The only reason I did not purchase it (aside for not liking Waves update policies) was that I don't mind rendering with the real eq in the loop, which

> I call "Q-Clone-Real" ;-)

> Q-Clone however does allow people to share impulses of good sounding gear.

> I found that aspect more intriguing. Many people have complained that the process of hunting around through impulses with one db variations is painfully

> time-consuming, but I found a simple technique that is quick.

> Pick an impulse that is close to what you are looking for (like a Neve with

> 3db boost at 10K) and then use a high quality plugin eq like the Sony Oxford

> to do the fine-tuning. This works quickly and still gives the flava' of the

> cloned eq. I use a similar technique with TriTones ColorTone.

>

> Overall, the sound is quite impressive, and CPU/Load issues will soon go away when we all build computers like DJ's :-)

>

> One site sharing high-end Q-Clone impulses:

> <http://www.buenosairesbreaks.com/q-clone/>

>

>

> Gene

>

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