
Subject: Well this rather nice

Posted by [animix](#) on Mon, 02 Oct 2006 06:38:39 GMT

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I created some sampleslide presets to work with the nudge increments for the UAD-1 plugins and I've got a sweet mix happening here with Paris tracks being processed in SX, while others are being processed with EDS FX and yet others are being processed with outboard gear.

Cubase SX is humming along just like a big ol' effects rack and everything sounds appropriately PHAT!!!

I'm liking this. Much easier than rendering all the tracks, flying them into Cubase SX and mixing by streaming every track back through Paris. Just a matter of a few presets in Sampleslide and a small nudge here and there. Being able to spread those outboard reverbs across submixes is very handy.

I'll post up my Sampleslide presets ASAP. Theyre working very well.

On that note.....I'm off to St Mattress cathedral.

G'nite all.

;o)

Subject: Re: Well this rather nice

Posted by [John \[1\]](#) on Mon, 02 Oct 2006 11:11:37 GMT

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DJ, Can you explain a bit more how Cubase is helping you and what roles it and Paris are playing? Is there extra hardware involved? Thanks.

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

>I created some sampleslide presets to work with the nudge increments for the

>UAD-1 plugins and I've got a sweet mix happening here with Paris tracks

>being processed in SX, while others are being processed with EDS FX and yet

>others are being processed with outboard gear.

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>;o)
>
>

Subject: Re: Well this rather nice
Posted by [John \[1\]](#) on Mon, 02 Oct 2006 11:14:14 GMT
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Is there any benefit to this setup for non UAD1 people?

"John" <no@no.com> wrote:

>
>DJ, Can you explain a bit more how Cubase is helping you and what roles
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>and Paris are playing? Is there extra hardware involved? Thanks.
>
>"DJ" <notachance@net.net> wrote:
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Subject: Re: Well this rather nice
Posted by [Don Nafe](#) on Mon, 02 Oct 2006 12:09:08 GMT
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Hey DJ

Could you walk us idiots through the process i.e. "assign a pair of I/O to the aux/send return" etc

for example what modules in the paris patch bay are used to do this and exactly how are they routed...

I realise this is second nature to you, but as you found out on Sunday some of us (especially me) are still new to/or intimidated by the paris patch bay and the relationship of all it's components to each other....make sense?

If you would, just post this "paris patchbay for dummies" with your latest latency findings

It would be greatly appreciated

Thanks

DOn

"DJ" <notachance@net.net> wrote in message news:4520b451@linux...
>I created some sampleslide presets to work with the nudge increments for
>the
> UAD-1 plugins and I've got a sweet mix happening here with Paris tracks
> being processed in SX, while others are being processed with EDS FX and
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Subject: Re: Well this rather nice
Posted by [animix](#) on Mon, 02 Oct 2006 12:20:02 GMT
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I'll have to get back to this thread tonight. Today's already the Monday from hell and it's only 6:00 AM.

;o)

"Don Nafe" <dnafe@magma.ca> wrote in message [news:4520ff8c@linux...](#)

> Hey DJ
>
> Could you walk us idiots through the process i.e. "assign a pair of I/O to
> the aux/send return" etc
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> >I created some sampleslide presets to work with the nudge increments for
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Subject: Re: Well this rather nice
Posted by [Don Nafe](#) on Mon, 02 Oct 2006 12:46:24 GMT
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No sweat...

"DJ" <notachance@net.net> wrote in message news:4521045d@linux...
> I'll have to get back to this thread tonight.Today's already the Monday
> from
> hell and it's only 6:00 AM.
>
> ;o)
>
> "Don Nafe" <dnafe@magma.ca> wrote in message news:4520ff8c@linux...

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>> It would be greatly appreciated
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>> Thanks
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>> >I created some sampleslide presets to work with the nudge increments for
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Subject: Re: Well this rather nice
Posted by [Chris Lang](#) on Mon, 02 Oct 2006 16:44:20 GMT
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Thanks in advance DJ, whenever you get around to it.

I have the tools you mention, but have not even come close
to using them simultaneously.

peace,

Chris

"Don Nafe" <dnafe@magma.ca> wrote:

>No sweat...

>

>

>"DJ" <notachance@net.net> wrote in message <news:4521045d@linux...>

>> I'll have to get back to this thread tonight. Today's already the Monday

>> from

>> hell and it's only 6:00 AM.

>>

>> ;o)

>>

>> "Don Nafe" <dnafe@magma.ca> wrote in message <news:4520ff8c@linux...>

>>> Hey DJ

>>>

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>>> It would be greatly appreciated
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>>> Thanks
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Subject: Re: Well this rather nice
Posted by [animix](#) on Tue, 03 Oct 2006 00:09:26 GMT
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Ok then,

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For buffer latency compensation nudge 10 + 1 left and then apply 48 samples in Sampleslide.

For one UAD-1 plugin nudge 10 + 1 + 50 and then apply 818 samples in Sampleslide

For two UAD-1 plugins nudge 10 + 1 + 100 and then apply 1588 samples in Sampleslide

For three UAD-1 plugins nudge 10 + 1 + 100 + 50 and then apply 2358 samples in Sampleslide

For four UAD-1 plugins nudge 10 + 1 + 100 + 100 and then apply 3128 samples in Sampleslide

That's as many as I've ever used on a track so far. This has not been measured by bouncing and comparing the files yet. It is strictly my ears listening for flammings/phasing but it sounds **very** tight on my rig.

As far as routing to auxes is concerned, that going to take some serious explaining and will take me a while to type it up. I don't have the time right now but I'll try to get to it tonight. It will only work in Cubase SX in version 3 with external hardware, but VST hardware should be able to be applied as a send effect in Cubase Sx to the Paris track you're processing in Cubase. I'll get to it when I have a bit of **typing time** It will also likely involve nudging the Paris track and compensating with Sampleslide as

well on the track you're processing. I'll have to check.

Stay tuned,

Deej

"Chris Lang" <yo@yo.yo> wrote in message news:452141e4\$1@linux...

>

> Thanks in advance DJ, whenever you get around to it.

>

> I have the tools you mention, but have not even come close
> to using them simultaneously.

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> peace,

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> Chris

>

> "Don Nafe" <dnafe@magma.ca> wrote:

> >No sweat...

> >

> >

> >"DJ" <notachance@net.net> wrote in message news:4521045d@linux...

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Subject: Re: Well this rather nice
Posted by [Don Nafe](#) on Tue, 03 Oct 2006 00:54:57 GMT
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> likely involve nudging the Paris track and compensating with Sampleslide
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> well on the track you're processing. I'll have to check.
>
> Stay tuned,
>
> Deej

Take your time Deej.

Don

ps. just pretend you're talking to me when you write up the routing scenario

;-)

Subject: Re: Well this rather nice
Posted by [Miguel Vigil \[1\]](#) on Tue, 03 Oct 2006 02:54:58 GMT
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Just a few thoughts regarding your experiment: It's a global setting in SX where you can adjust fixed latency. (I don't remember the exact dialog-box right now). And I think that the latency compensation in SX also is trying to compensate the latency from Cubase to Paris. (It was 15 samples or so too

early on my system). Try to disconnect any other outboard-units from SX, and see if it gets any more stable

Bjorn R

"DJ" <notachance@net.net> wrote in message news:4520b451@linux...
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Subject: Re: Well this rather nice
Posted by [animix](#) on Tue, 03 Oct 2006 03:58:23 GMT
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OK.....here goes,

In Cubase SX, make sure you have Constrain Latency Compensation enabled.....then go to.....

Devices>VST Connections>Inputs (create mono or 4 stereo input busses and assign them to your Native inputs)
> Outputs (create mono or 4 stereo

output busses and assign them to your Native outputs)
> Group/FX > Add/FX> (decide which
effect you want to use, add it and then assign it to the
appropriate output bus)

Make sure that monitoring with effects button is enabled on the channel you
are using to process the Paris audio tracks.

Now.....in order for this to work you must physically patch the your Paris
ins to your native interface outs in order to get the two systems looping
audio between them.

The mix template routing between my two work stations is as
follows.....YMMV

Paris Submix 1-Drums (usually)

Using RME HDSP 9652 Card #1 bussing to Paris Submix 1 and 2

Cubase CH 1>RME 1 ADAT 1-1 in/out > Paris CH 1
Cubase CH 2>RME 1 ADAT 1-2 in/out > Paris CH 2
Cubase CH 3>RME 1 ADAT 1-3 in/out > Paris CH 3
Cubase CH 4>RME 1 ADAT 1-4 in/out > Paris CH 4
Cubase CH 5>RME 1 ADAT 1-5 in/out > Paris CH 5
Cubase CH 6>RME 1 ADAT 1-6 in/out > Paris CH 6
Cubase CH 7>RME 1 ADAT 1-7 in/out > Paris CH 7
Cubase CH 8>RME 1 ADAT 1-8 in/out > Paris CH 8
Cubase CH 9>RME 1 ADAT 2-9 in/out > Paris CH 9
Cubase CH 10>RME 1 ADAT 2-10 in/out > Paris CH 10
Cubase CH 11>RME 1 ADAT 2-11 in/out > Paris CH 11
Cubase CH 12>RME 1 ADAT 2-12 in/out > Paris CH 12
Cubase CH 13>RME 1 ADAT 2-13 in/out > Paris CH 13
Cubase CH 14>RME 1 ADAT 2-14 in/out > Paris CH 14
Cubase ST CH 15L/ Stereo Group 1 L> RME 1 ADAT 2-15 in/out > Paris CH 15
Cubase ST CH 15R/ Stereo Group 1 R> RME 1 ADAT 2-16 in/out > Paris CH 16

Paris Submix #2

Cubase CH 16>RME 1 ADAT 3-17 in/out > Paris CH 1
Cubase CH 17>RME 1 ADAT 3-18 in/out > Paris CH 2
Cubase CH 18>RME 1 ADAT 3-19 in/out > Paris CH 3
Cubase CH 19>RME 1 ADAT 3-20 in/out > Paris CH 4
Cubase CH 20>RME 1 ADAT 3-21 in/out > Paris CH 5
Cubase CH 21>RME 1 ADAT 3-22 in/out > Paris CH 6
Cubase CH 22>RME 1 ADAT 3-23 in/out > Paris CH 7
Cubase CH 23>RME 1 ADAT 3-24 in/out > Paris CH 8

Using RME HDSP 9652 Card #2 bussing to Paris Submix 2 AND 3

Cubase CH 24>RME 2 ADAT 1-1 in/out > Paris CH 9
Cubase CH 25>RME 2 ADAT 1-2 in/out > Paris CH 10
Cubase CH 26>RME 2 ADAT 1-3 in/out > Paris CH 11
Cubase CH 27>RME 2 ADAT 1-4 in/out > Paris CH 12
Cubase CH 28>RME 2 ADAT 1-5 in/out > Paris CH 13
Cubase CH 29>RME 2 ADAT 1-6 in/out > Paris CH 14
Cubase CH 30>RME 2 ADAT 1-7 in/out > Paris CH 15
Cubase CH 31>RME 2 ADAT 1-8 in/out > Paris CH 16

Paris Submix #3

Cubase CH 32>RME 2 ADAT 2-9 in/out > Paris CH 1
Cubase CH 33>RME 2 ADAT 2-10 in/out > Paris CH 2
Cubase CH 34>RME 2 ADAT 2-11 in/out > Paris CH 3
Cubase CH 35>RME 2 ADAT 2-12 in/out > Paris CH 4
Cubase CH 36>RME 2 ADAT 2-13 in/out > Paris CH 5
Cubase CH 37>RME 2 ADAT 2-14 in/out > Paris CH 6
Cubase CH 38>RME 2 ADAT 2-15 in/out > Paris CH 7
Cubase CH 39>RME 2 ADAT 2-16 in/out > Paris CH 8

Cubase to Paris submix 3 aux routing

Cubase CH 40>Stereo 2 L RME 2 ADAT 2-17 in/out > Paris Aux 1 L
Cubase CH 41>Stereo 2 R RME 2 ADAT 2-18 in/out > Paris Aux 1 R
Cubase CH 42>Stereo 3 L RME 2 ADAT 3-19 in/out > Paris Aux 2 L
Cubase CH 43>Stereo 3 R RME 2 ADAT 3-20 in/out > Paris Aux 2 R
Cubase CH 44>Stereo 4 L RME 2 ADAT 3-21 in/out > Paris Aux 3 L
Cubase CH 45>Stereo 4 R RME 2 ADAT 3-22 in/out > Paris Aux 3 R
Cubase CH 46>Stereo 5 L RME 2 ADAT 3-23 in/out > Paris Aux 4 L
Cubase CH 47>Stereo 5 R RME 2 ADAT 3-24 in/out > Paris Aux 4 R

Cubase to Paris Submix 4 aux routing

Cubase CH 48>Stereo 7 L RME Multiface ADAT 1 in/out > Paris Aux 1 L
Cubase CH 49>Stereo 7 R RME Multiface ADAT 2 in/out > Paris Aux 1 R
Cubase CH 50>Stereo 8 L RME Multiface ADAT 3 in/out > Paris Aux 2 L
Cubase CH 51>Stereo 8 R RME Multiface ADAT 4 in/out > Paris Aux 2 R
Cubase CH 52>Stereo 9 L RME Multiface ADAT 5 in/out > Paris Aux 3 L
Cubase CH 53>Stereo 9 R RME Multiface ADAT 6 in/out > Paris Aux 3 R
Cubase CH 54>Stereo 6 L RME Multiface ADAT 7 in/out > Paris Aux 4 L
Cubase CH 55>Stereo 6 R RME Multiface ADAT 8 in/out > Paris Aux 4 R

Now go into the Paris virtual patchbay and patch the MEC module I/O that you wish to process in Cubase SX to the corresponding Paris channels in the insert module. In your mixer window, set EDS insert for that channel to External and the Native insert to whatever of the sampleslide presets you want , then nudge the paris track the appropriate increment (see my earlier

post).

Next, patch the I/O that you want to interface with the cubase send FX to the FX sends and returns and set you Paris aux that will be receiving the processed signal from the Cubase SX send to External.

Make sure your native interface is properly clocked to Paris via ADAT sync (if you want to be able to automate plugins) and hit play on the Paris transport. Your tracks should now be sending to Cubase SX and should be hitting the VST plugins and returning to Paris via the inserts/ auxes.

"DJ" <notachance@net.net> wrote in message news:4521aa36\$1@linux...

> Ok then,

>

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> Deej
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> "Chris Lang" <yo@yo.yo> wrote in message news:452141e4\$1@linux...
> >
> > Thanks in advance DJ, whenever you get around to it.
> >
> > I have the tools you mention, but have not even come close
> > to using them simultaneously.
> >
> > peace,
> >
> > Chris
> >
> > "Don Nafe" <dnafe@magma.ca> wrote:
> > >No sweat...
> > >
> > >
> > >"DJ" <notachance@net.net> wrote in message news:4521045d@linux...
> > >> I'll have to get back to this thread tonight. Today's already the
Monday
> >
> > >> from
> > >> hell and it's only 6:00 AM.
> > >>
> > >> ;o)
> > >>
> > >> "Don Nafe" <dnafe@magma.ca> wrote in message news:4520ff8c@linux...
> > >>> Hey DJ
> > >>>
> > >>> Could you walk us idiots through the process i.e. "assign a pair of
> I/O
> >
> > >>> to
> > >>> the aux/send return" etc
> > >>>
> > >>> for example what modules in the paris patch bay are used to do this
> and
> > >>> exactly how are they routed...
> > >>>
> > >>> I realise this is second nature to you, but as you found out on
Sunday

> > >> some
 > > >>> of us (especially me) are still new to/or intimidated by the paris
 > patch
 > > >>> bay and the relationship of all it's components to each
 other....make
 > > >> sense?
 > > >>>
 > > >>> If you would, just post this "paris patchbay for dummies" with your
 > > >> latest
 > > >>> latency findings
 > > >>>
 > > >>> It would be greatly appreciated
 > > >>>
 > > >>> Thanks
 > > >>>
 > > >>> DOn
 > > >>>
 > > >>>
 > > >>> "DJ" <notachance@net.net> wrote in message news:4520b451@linux...
 > > >>> >I created some sampleslide presets to work with the nudge
 increments
 > > for
 > > >>> >the
 > > >>> > UAD-1 plugins and I've got a sweet mix happening here with Paris
 > tracks
 > > >>> > being processed in SX, while others are being processed with EDS
 FX
 > > and
 > > >>> > yet
 > > >>> > others are being processed with outboard gear.
 > > >>> >
 > > >>> > Cubase SX is humming along just like a big ol' effects rack and
 > > >>> > everything
 > > >>> > sounds appropriately PHAT!!!
 > > >>> >
 > > >>> > I'm liking this. Much easier than rendering all the tracks, flying
 > > them
 > > >>> > into
 > > >>> > Cubase SX and mixing by streaming every track back through Paris.
 > Just
 > >
 > > >>> > a
 > > >>> > matter of a few presets in Sampleslide and a small nudge here and
 > > >>> > there.
 > > >>> > Being able to spread those outboard reverbs across submixes is
 very
 > > >> handy.
 > > >>> >

```
> > >>> > I'll post up my Sampleslide presets ASAP. Theyre working very
well.
> > >>> >
> > >>> > On that note.....I'm off to St Mattress cathedral.
> > >>> >
> > >>> > G'nite all.
> > >>> >
> > >>> > ;o)
> > >>> >
> > >>> >
> > >>>
> > >>>
> > >>
> > >>
> > >
> > >
> >
>
>
```

Subject: Re: Well this rather nice
Posted by [animix](#) on Tue, 03 Oct 2006 04:01:45 GMT
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Thanks Bjorn,

I'll look around for this. I am having a bit of minor instability that could very well be the fact that I'm digitally interfacing a number of external hardware FX, but I'm getting this under control by experimenting with my boot sequence.

Appreciated,
DJ

```
"BR" <nospam@nospam.com> wrote in message news:4521cf2a@linux...
> Just a few thoughts regarding your experiment: It's a global setting in SX
> where you can adjust fixed latency. (I don't remember the exact dialog-box
> right now). And I think that the latency compensation in SX also is trying
> to compensate the latency from Cubase to Paris. (It was 15 samples or so
too
> early on my system). Try to disconnect any other outboard-units from SX,
and
> see if it gets any more stable
>
> Bjorn R
>
>
```

>
> "DJ" <notachance@net.net> wrote in message news:4520b451@linux...
> > I created some sampleslide presets to work with the nudge increments for
> the
> > UAD-1 plugins and I've got a sweet mix happening here with Paris tracks
> > being processed in SX, while others are being processed with EDS FX and
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> > others are being processed with outboard gear.
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> > Cubase SX and mixing by streaming every track back through Paris. Just a
> > matter of a few presets in Sampleslide and a small nudge here and there.
> > Being able to spread those outboard reverbs across submixes is very
handy.
> >
> > I'll post up my Sampleslide presets ASAP. Theyre working very well.
> >
> > On that note.....I'm off to St Mattress cathedral.
> >
> > G'nite all.
> >
> > ;o)
> >
> >
>
>

Subject: Re: Well this rather nice
Posted by [animix](#) on Tue, 03 Oct 2006 17:14:56 GMT
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Just a followup on this which may not apply to anyone at all, but just in case:

I had been using a template to do this that was derived from some earlier experimentations I was doing in an earlier version of Cubase SX. Bad Idea as I was having some lockups. Creating an new template from scratch to work with has cleared up the lockup issues. This is working sooo well. I'm going to likely mix this way from now on out.

Deej

"DJ" <notachance@net.net> wrote in message news:4520b451@linux...
> I created some sampleslide presets to work with the nudge increments for
the
> UAD-1 plugins and I've got a sweet mix happening here with Paris tracks
> being processed in SX, while others are being processed with EDS FX and
yet
> others are being processed with outboard gear.
>
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> matter of a few presets in Sampleslide and a small nudge here and there.
> Being able to spread those outboard reverbs across submixes is very handy.
>
> I'll post up my Sampleslide presets ASAP. Theyre working very well.
>
> On that note.....I'm off to St Mattress cathedral.
>
> G'nite all.
>
> ;o)
>
>

Subject: Re: Well this rather nice
Posted by [EK Sound](#) on Tue, 03 Oct 2006 17:26:39 GMT
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Hmmm... I wonder if I could insert HD on the Nuendo track that is
inserted on the Paris track... ;-)

David.

DJ wrote:

> Just a followup on this which may not apply to anyone at all, but just in
> case:
>
> I had been using a template to do this that was derived from some earlier
> experimentations I was doing in an earlier version of Cubase SX. Bad Idea as
> I was having some lockups. Creating an new template from scratch to work
> with has cleared up the lockup issues. This is working sooo well. I'm going
> to likely mix this way from now on out.
>

> Deej
>
> "DJ" <notachance@net.net> wrote in message news:4520b451@linux...
>
>>I created some sampleslide presets to work with the nudge increments for
>
> the
>
>>UAD-1 plugins and I've got a sweet mix happening here with Paris tracks
>>being processed in SX, while others are being processed with EDS FX and
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>
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>>Being able to spread those outboard reverbs across submixes is very handy.
>>
>>I'll post up my Sampleslide presets ASAP. Theyre working very well.
>>
>>On that note.....I'm off to St Mattress cathedral.
>>
>>G'nite all.
>>
>>;o)
>>
>>
>
>
>

Subject: Re: Well this rather nice
Posted by [animix](#) on Tue, 03 Oct 2006 18:15:19 GMT
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I'm sure you could and you need to do this immediately!!! BTW, while you've

been hanging in Banff, I've been taking your Canadian tech support calls, you slacker!

(which has also actually been rather nice, BTW)

;o)

"EK Sound" <askme@nospam.com> wrote in message news:45229bc7@linux...

> Hmmm... I wonder if I could insert HD on the Nuendo track that is

> inserted on the Paris track... ;-)

>

> David.

>

> DJ wrote:

> > Just a followup on this which may not apply to anyone at all, but just in

> > case:

> >

> > I had been using a template to do this that was derived from some earlier

> > experimentations I was doing in an earlier version of Cubase SX. Bad Idea as

> > I was having some lockups. Creating an new template from scratch to work

> > with has cleared up the lockup issues. This is working sooo well. I'm going

> > to likely mix this way from now on out.

> >

> > Deej

> >

> > "DJ" <notachance@net.net> wrote in message news:4520b451@linux...

> >

> >> I created some sampleslide presets to work with the nudge increments for

> >

> > the

> >

> >> UAD-1 plugins and I've got a sweet mix happening here with Paris tracks

> >> being processed in SX, while others are being processed with EDS FX and

> >

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> >

> >> others are being processed with outboard gear.

> >>

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> >

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> >>I'm liking this. Much easier than rendering all the tracks, flying them
> >
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> >>matter of a few presets in Sampleslide and a small nudge here and there.
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> >>
> >>On that note.....I'm off to St Mattress cathedral.
> >>
> >>G'nite all.
> >>
> >>;0)
> >>
> >>
> >
> >
> >

Subject: Re: Well this rather nice
Posted by [EK Sound](#) on Tue, 03 Oct 2006 18:57:44 GMT
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Cheque's in the mail... ;-) yah, Don's ok... for a drummer...

David.

DJ wrote:

> I'm sure you could and you need to do this immediately!!! BTW, while you've
> been hanging in Banff, I've been taking your Canadian tech support calls,
> you slacker!
>
> (which has also actually been rather nice, BTW)
>
> ;0)
>
>
> "EK Sound" <askme@nospam.com> wrote in message news:45229bc7@linux...
>
>>Hmmm... I wonder if I could insert HD on the Nuendo track that is
>>inserted on the Paris track... ;-)
>>
>>David.

>>

Subject: Re: Well this rather nice
Posted by [Don Nafe](#) on Tue, 03 Oct 2006 21:05:32 GMT
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I'll be reimbursing you ASAP...or as fast as it takes a drummer to learn
what a cheque is and how to send it

DOn

"EK Sound" <askme@nospam.com> wrote in message news:4522b11e\$1@linux...
> Cheque's in the mail... ;-) yah, Don's ok... for a drummer...
>
> David.
>
> DJ wrote:
>> I'm sure you could and you need to do this immediately!!! BTW, while
>> you've
>> been hanging in Banff, I've been taking your Canadian tech support calls,
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>>
>> (which has also actually been rather nice, BTW)
>>
>> ;o)
>>
>>
>> "EK Sound" <askme@nospam.com> wrote in message news:45229bc7@linux...
>>
>>>Hmmm... I wonder if I could insert HD on the Nuendo track that is
>>>inserted on the Paris track... ;-)
>>>
>>>David.
>>>
