Subject: Wormhole using Cubase as tracker/player Paris mixer
Posted by Dimitrios on Wed, 17 Jan 2007 16:33:49 GMT
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Dear DJ and fellow paris users.
I will post again my findings about wormhole and my tests.
Thats because some of you still ask me things which I thought you already
knew so please keep your eyes open :)
Wormhole works great no oproblem with full sync down to sample accurate ONLY
when wormhoe is wrapped in Paris under FXPansion 3.3 the old good wrapper,
no other will do SYNC !!!
My system is a 2.6 ghz P4 400mhz DSRAM PC133 1.5GB memory with ethernet 1000
GB.
Opening 32 wormhole instances and letting around 26-28 audio tracks playing
alltogether I had a pump up to 80 % of cpu strain normally around 74 %
So my system can surely do two Paris submixes full of cuabse audiotracks.
LATENCY is over 7000 samples yes seven thousand samples to avoid clicks.
Here is the FAN PART :
AUTOMATION IS REAL TIME !!!
Yes it is because Paris understands the 7000 latency as 0 when you move your
fader recording your automation !!
So I hope that these will answer most of the questions.
You can let cubase do all DX/VST?UAD/POWERCORE plugins with compensation
and Paris can mix your tracks to at least 24-32 sumixed tracks.
If you happen to have a stronger computer you might as well go up to 48 tracks
or wormhole instances !

NOTE THAT we talking here about 32bit audio transferring !!
Although I don't know where the bits get truc\ncated to 24 !

Regards,
Dimitrios