
Subject: Pops when monitoring Cubase Midi in Paris
Posted by [Don Nafe](#) on Fri, 10 Feb 2006 12:21:41 GMT

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Gotta question for ya.

I just got Cubase 1.06 from a friend who upgraded to 3.0 and I've noticed that when I'm monitoring in Paris via my Dakota I get occasional pops.

Any idea what might be causing this

Don

Subject: Re: Pops when monitoring Cubase Midi in Paris
Posted by [EK Sound](#) on Fri, 10 Feb 2006 15:51:49 GMT

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Sounds like a slight word clock issue... if you are playing in Cubase and monitoring via digital inputs in Paris, then the Dakota has to be master and Paris has to be set to slave. Run a word clock cable from the Cubase machine to the master interface on Paris, and set Paris for word sync.

David.

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> Don

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Subject: Re: Pops when monitoring Cubase Midi in Paris
Posted by [Don Nafe](#) on Fri, 10 Feb 2006 16:43:36 GMT

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No word clock on the Dakota...at least as far as I can see...which is not very far without my glasses

;-)

Don

"EK Sound" <askme@nospam.com> wrote in message news:43ecb7fe@linux...
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>> Don

Subject: Re: Pops when monitoring Cubase Midi in Paris

Posted by [Deej \[1\]](#) on Fri, 10 Feb 2006 16:51:39 GMT

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You're going to need to slave the Dakota (and Cubase SX 1.06) to Paris ADAT. Somewhere (I forget where-probably the project menu) in Cubase 1.06, there is an area where you can match the buffer settings of Cubase SX to your Dakota card buffer settings. I couldn't get it to sync without matching buffers on both the Cubase app and the Dakota crd control panel. IIRC, the best setting I found was 512k for both SX and the Dakota. This should work fine for you as long as you are just playing back midi tracks. Connect a 9 pin serial cable from the Paris ADAT output to the Dakota ADAT sync input, set the Dakota to sync to ADAT, hit the transport on your C16 and you're good.

Deej

"Don Nafe" <dnafe@magma.ca> wrote in message news:43ecc3c2\$1@linux...
> No word clock on the Dakota...at least as far as I can see...which is not
> very far without my glasses
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Subject: Re: Pops when monitoring Cubase Midi in Paris
Posted by [EK Sound](#) on Fri, 10 Feb 2006 16:57:14 GMT
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achieve the same thing.

David.

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Subject: Re: Pops when monitoring Cubase Midi in Paris
Posted by [Don Nafe](#) on Fri, 10 Feb 2006 17:16:50 GMT
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Buffers are set to 256 on both

ADAT sync and SPDIF are working fine and the sync is dead on...I'm thinking
I'm just taxing my CPU with these softsynths

Don

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Subject: Re: Pops when monitoring Cubase Midi in Paris
Posted by [EK Sound](#) on Fri, 10 Feb 2006 17:18:43 GMT
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Increase the latency of the Dakota card to see if the clicks go away.

David.

Don Nafe wrote:

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Subject: Re: Pops when monitoring Cubase Midi in Paris
Posted by [duncan](#) on Fri, 10 Feb 2006 18:07:13 GMT
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What he said... If your sync is tight but playback of VSTi's out of Cubase is glitchy it's likely you're exceeding capacity of that system. The engines are buckling, Captain. Set latency low for playing/tracking VSTi's, and set latency high for playback... Also, I'd render one or more of those VSTi tracks out of Cubase and drag 'em into Paris as audio files... That's "Export Audio" out of Cubase -- with the track you want soloed, and markers set to top and end... Snap that audio file into your Paris editor on the right bar and you're good to go... If you need to make changes later, get back in Cubase, edit, alter, whatever, export and so on... I once imagined a system where I could play whatever number of VSTi's I might want out of Cubase in sync with Paris, but I found that I always ended up wanting them over in Paris as audio files when it came time to mix anyway. I still like reaching for a fader, and I think there's something going on with the Paris mix mojo, when it comes to pulling everything together and making it all seem "real"...

Whew -- long note for me -- coffee's workin' good today.

good luck with it -- Chas.

On Fri, 10 Feb 2006 10:18:43 -0700, EK Sound <askme@nospam.com> wrote:

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Subject: Re: Pops when monitoring Cubase Midi in Paris
Posted by [Don Nafe](#) on Fri, 10 Feb 2006 18:47:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks all

Don

"Chas. Duncan" <duncan5199ATsbcglobalIDOTnet@> wrote in message news:7pkpu1l87ae0cv6fus3hheqd5odm89ue74@4ax.com...

>

>

> What he said... If your sync is tight but playback of VSTi's out of
> Cubase is glitchy it's likely you're exceeding capacity of that
> system. The engines are buckling, Captain. Set latency low for
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Subject: Re: Pops when monitoring Cubase Midi in Paris
Posted by [Don Nafe](#) on Sun, 12 Feb 2006 12:57:32 GMT
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Okay I'll bite...where does one set the latency ?

Don

"Chas. Duncan" <duncan5199ATsbcglobalDOTnet@> wrote in message
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Subject: Re: Pops when monitoring Cubase Midi in Paris

Posted by [no](#) on Sun, 12 Feb 2006 15:33:55 GMT

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Hi,Don

Don't bother trying to adjust settings within Cubase, as the buffer/latency settings are locked

once Cubase nabs the soundcard driver.)

If you have a Dakota, (as have I), you'll find the buffer size settings in the "System" tab in the Dakota control panel which you can access in the Windows system tray. Try the highest setting first, and see if this cures your problem.

Regards,

Kim

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

>Ok

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I have on loan Absynth, Hypersonic, Korg legacy collection, Kontakt, Halion, NI - Pro53 / B4 / FM7 / Battery as well as Reaktor (I believe)

Latest project is with Absynth - two midi tracks - one sound and Battery - three midi tracks - one patch - pops occur randomly i.e. no midi correlation to pops

Don

"Kim.W." <no@way.> wrote in message news:43ef5690\$1@linux...

>
> Hmm.
> Sorry, Don.
> Without knowing more about your Cubase System, I am at a loss.
> I have no problem running a bunch of softsynths with a buffer setting of
> 64, on a 2.4ghz P4. The XP install is fairly clean.
> (no antivirus/firewall or background stuff).
> I did notice that the midi timing went caput when
> sending to an external synth, and almost felt like CPU overload. I never
> noticed popping with the VSTi's, though.
> What is the VSTi you are using, and, dare I ask, how fast is your
> processor? I am only an occasional lurker here, so I do not know
> who is using what.
> Kim
>
>
> "Don Nafe" <dnafe@magma.ca> wrote:
>>I took it to it's lowest setting and the noise became worse (32 I believe)
>
>>...presently back at 256 but still getting the occasional pop.
>>
>>Right now I have two midi tracks...one soft synth and every 60 seconds or
> so
>>"pop" I can always render to audio but that too is a pain
>>
>>I don't notice anything with audio tracks so I'm thinking this is a soft
>
>>synth resource thing
>>
>>Don
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>>"Kim W." <no@way> wrote in message news:43ef4753\$1@linux...
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What is the VSTi you are using, and, dare I ask, how fast is your processor? I am only an occasional lurker here, so I do not know who is using what.

Kim

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

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>...presently back at 256 but still getting the occasional pop.

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>Right now I have two midi tracks...one soft synth and every 60 seconds or so

>"pop" I can always render to audio but that too is a pain

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>"Kim W." <no@way> wrote in message news:43ef4753\$1@linux...

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>> If you have a Dakota, (as have I), you'll find the buffer size settings

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>> the "System" tab in the Dakota control panel which you can access in the

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>> Regards,

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Subject: Re: Pops when monitoring Cubase Midi in Paris
Posted by [Deej \[1\]](#) on Sun, 12 Feb 2006 17:06:56 GMT
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In Cubase SX 1.06, it is definitely *not* locked. There is a place in one of the menu pages where buffer settings can be manually set to match the buffer settings of the Dakota card and this needs to be done for things to work properly. I remember this distinctly. This is what I used to have to do when I was using a Dakota/Montana combo with Cubase SX 1.06 or I could not get reliable timeline sync between Cubase and Paris.. This ability to manually set buffers from within Cubase SX to match buffer settings in the control panel of the audio hardware was not implemented in v2.0.....and believe me, I tried. I even used beta drivers from Froniter in hopes that the Dakota Driver would work properly in the Cubase SX 2.0 environment. It didn't work and this is why I now have RME cards in my DAW. I have heard that there is now a working Dakota driver for Cubase SX 2x-3x, but I'm too deep into the RME stuff to think about going back at this point.

Deej

"Kim W." <no@way> wrote in message news:43ef4753\$1@linux...

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> Hi,Don
> Don't bother trying to adjust settings within Cubase, as the
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Subject: Re: Pops when monitoring Cubase Midi in Paris
Posted by [Don Nafe](#) on Mon, 13 Feb 2006 23:07:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've made sure all unused instruments not in the instrument window...latest project was Absynth, Hypersonic - 10 tracks and when I added Battery 2 and went to play along (trying out ideas) all hell broke loose re: digital distortion.

For the record this machine wasn't supposed to house all these VST synths but the synth fairy dropped by and well, I just couldn't say no so the game plan is to ramp this cubase rig up to a 3+ gig machine in the very near future.

Will try upping things to 512 and see what happens fingers X'd

Don

"EK Sound" <askme@nospam.com> wrote in message news:43f0bd05@linux...

> Pretty slim for a VSTi machine... try upping the setting on the Dakota
> from 256 to 512. You do realise that if you have any of the VSTi's
> showing in the Instrument window, they draw CPU power even if there are no
> MIDI tracks running at all. Try activating only ONE VSTi at a time.

>

> David.

>

> Don Nafe wrote:

>> Hey Kim

>>

>> 1.8 gig Pentium with a gig of ram on XP completely stripped of all non
>> essential crap.

>>

>> I get pops at 256 & 128 - anything less and it's noise over the synth
>> sound.

>>

>> I have on loan Absynth, Hypersonic, Korg legacy collection, Kontakt,
>> Halion, NI - Pro53 / B4 / FM7 / Battery as well as Reaktor (I believe)

>>

>> Latest project is with Absynth - two midi tracks - one sound and Battery -
>> three midi tracks - one patch - pops occur randomly i.e. no midi
>> correlation to pops

>>

>> Don

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>> "Kim.W." <no@way.> wrote in message news:43ef5690\$1@linux...

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