
Subject: Cubase 4 doth rock

Posted by [Deej \[4\]](#) on Thu, 25 Jan 2007 03:42:09 GMT

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.....like a *big* dog. It's a bit gothic looking, (I feel like I'm playing Doom or Tomb Raider) but the feature implementation is a virtual candy store. Now I guess I know a little of what I've been missing with Nuendo, at least with some features. So far it seems extremely stable on the new GA-K8NS Ultra 939 mobo and the issues I was having with the hardware installs and Magmas are gone.(yes, I did get it working finally.....thanks Chris.....and I may not even need the CPU affinity tool, but we'll see. I was finally able to get it properly loaded ;o)

I'm running the latest RME HDSP Beta drivers and the newest beta UAD-1 v4.5.1 drivers. So far, no problems.....but I haven't pushed it yet.

A word to the wise (and I guess I should have known this).....don't use the Maxtor MaxBlast software to format a drive unless you want to spend 10 times more time in hell than think you saved by using this crap.

;o)

Subject: Re: Cubase 4 doth rock

Posted by [Mark McCurdy](#) on Thu, 25 Jan 2007 13:21:12 GMT

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Ditto and ditto ditoo.

"DJ" <www.aarrrrggghhh!!!.com> wrote in message news:45b82755@linux...

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> playing Doom or Tomb Raider) but the feature implementation is a virtual
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Subject: Re: Cubase 4 doth rock
Posted by [Jamie K](#) on Thu, 25 Jan 2007 16:04:19 GMT
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MaxBlast is evil.

Cheers,
-Jamie
www.JamieKrutz.com

DJ wrote:

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Subject: Re: Cubase 4 doth rock

Posted by [Deej \[4\]](#) on Thu, 25 Jan 2007 16:13:56 GMT

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Unbelievable that they would allow this to exist anywhere in the vicinity of a hard drive, much less bundle it.

;o(
..

"Jamie K" <Meta@Dimensional.com> wrote in message news:45b8d567@linux...

>
> MaxBlast is evil.
>
> Cheers,
> -Jamie
> www.JamieKruz.com

>
>
> DJ wrote:

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Subject: Re: Cubase 4 doth rock

Posted by [Deej \[4\]](#) on Fri, 26 Jan 2007 01:43:59 GMT

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I've got 31 tracks playing back on a Cubase 4 project with the 2 x HDSP

9652's, a Multiface and 4 x UAD-1 cards on the Gigabyte GA-K8NS Ultra 939 mobo.AMD 64 4800 dual core CPU. I'm running the latest RME beta 17 drivers at 32k buffers (0.7ms latency) with 23 UAD-1 plugins pushing the UAD-1 resource meter to 92% and the Cubase VST meter is running at around 75-80%. No crackling or dropouts and I've been inserting these plugins on the fly.....no crashes. This far exceeds anything that Cubase SX was able to accomplish with the last RME Alpha driver. I would have been at 1024k buffers at least and I really doubt I would be able to play back anything without crackles and opos with the Cubase VST meter at over 60%.

Pretty impressive. I'll be testing out the control room function sooner or later. We're getting into Paris territory for tracking at these latencies.

;o)
Deej

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Subject: Re: Cubase 4 doth rock
Posted by [John \[1\]](#) on Fri, 26 Jan 2007 13:22:28 GMT
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make sure to set the master meters to monitor input (right click over them)

so you can see any clips, it's common to have the faders down at -10 and -15 or more to keep the bus happy. I'm loving the C4 setup so far. I'm waiting a third digimax to round me out the the Rane headphone monitor unit.
soooooon

Subject: Re: Cubase 4 doth rock
Posted by [Deej \[4\]](#) on Fri, 26 Jan 2007 17:44:36 GMT
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Ya know, it's interesting, but I think I may be hearing a little improvement in the audio engine on this version. Maybe my imagination. Is this even possible, I wonder? The mix bus seems a bit clearer and more open on my current Cubase 4 rig than I remember it sounding on Cubase SX 3x with the RME or Pulsar cards. So is it Cubase 4, the cards. the interfacing of two DAWs with truncation from 32 bit float to 20 bit or just my imagination? I sure did like what I was hearing last night on some tracks that were running in Cubase 4 that I had previously mixed in Cubase SX3 lightpipng to Paris. Sounded easily as good/big/open to my ears, subject, of course to my relative state of senility now as opposed to last year when I mixed this project..

;o)

"John" <no@no.com> wrote in message news:45b9f284\$1@linux...

>

> make sure to set the master meters to monitor input (right click over
> them)

> so you can see any clips, it's common to have the faders down at -10 and
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