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Subject: Setting up a Effect patch bay's / with real effects  
Posted by [TriSound Recording](#) on Fri, 12 Mar 2010 01:30:36 GMT  
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I just thinking about useing my real Effects (rack mounted reverbs,compressor, ect.) after cutting my main tracks.

1) Will Paris let you use all the input and outputs on the cards to do this and still play back your tracks too.

2) Is there any down side to doing this sort of thing (latency)?

3) Can you set it up for muti-card to get the same reverb on all Aux's?

4) If I instll more input/output cards can the system find them.

I was thinking if i did that maybe could keep the Effects/mixer or outborad gear hooked up at all times.

I would think that would work but just double ckecking with you all.

5) Seams with the latency with plut-in's this my be a good work around and sound better.

Pretty sure you guys have thought about this also and would know for sure.

Cheers,

Jeff

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Subject: Re: Setting up a Effect patch bay's / with real effects  
Posted by [kerryg](#) on Fri, 12 Mar 2010 02:37:24 GMT  
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Quote:1) Will Paris let you use all the input and outputs on the cards to do this and still play back your tracks too.

Yes.

Quote:2) Is there any down side to doing this sort of thing (latency)?

No, not really. PARIS' latency is more or less identical to older Iz RADAR systems (according to those figures from Iz, PARIS actually appears to have less latency than the more modern RADARS). I'm trying to find the roundtrip latencies for ProTools HD at the moment - I suspect it's actually lower than that too. If you'd use external hardware with either of those systems (I would) then the miniscule latency of PARIS will be no issue. The only thing significantly faster than PARIS seems to be true analog.

Quote:3) Can you set it up for muti-card to get the same reverb on all Aux's?

That's a little bit trickier, both with internal and external FX - PARIS thinks in terms of discrete 16 channel submixes. You can't patch or route across submixes without external hardware - eg you can't address the FX on Submix 1 from a track on Submix 2.

A good workaround to get the "aux outs" from different submixes into one external unit is to mult the various signals in to it and then bring the unit's returns back into Submix A. With a board at your disposal it shouldn't be hard to get some useful routings worked out.

Quote:4) If I instll more input/output cards can the system find them. I was thinking if i did that maybe could keep the Effects/mixer or outboard gear hooked up at all times.  
I would think that would work but just double ckecking with you all.

Yes.

Quote:5) Seams with the latency with plut-in's this my be a good work around and sound better.

Good hardware is always going to be a lot of folks' first choice, but lots of plugins have no latency and some of them sound pretty darned good too. The better choice will depend on what you have - the internal effects in PARIS are essentially those of the Ensoniq DPPro.

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Subject: Re: Setting up a Effect patch bay's / with real effects

Posted by [thesandbox1](#) on Fri, 12 Mar 2010 02:47:42 GMT

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1. YES

2. No downside but there is the roundtrip latency going out to the outboard and back in. It is 60 samples or just over 1ms if using the analog i/o. SPIDF is only 1 sample ( [http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=Paris Latency](http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=Paris%20Latency) ) Not much of a deal unless you are going to do parallel compression or such and then will get slight phasing if you don't allign the track... FADERWORKS!

3. This is the disappointing answer as no this is not possible as the cards do not cross. Not sure if the new work being tried with senderella and the native submixes will/can do this. ????? What I usually will try to do is put the tracks or mults of what I want to go outboard with on one card and do it that way either individually with the external inserts on the channel or the insert on the aux on that submix for use on more than one...pretty much like you normally would do but yes that aux is only good for the 16 channels on that card. The setup in the patchbay is pretty easy once you do it a couple of times. There is small section in the manual on how to make the connections. I am not at home but If I am remembering in my hear correctly drag either the insert effects or aux box for what ever card you are using down onto the patchbay and connect from your module i/o the channel that that you are coming out of the mec into the channel or aux you are using the effect for and then take that same channel out of the effect and back into whatever number i/o on the module you are using coming back into the mec. note...you can take the output of the module you are using and go in to as many channels you would like on the insert or aux boxes...use that effect on 3 inserts if you want only the processed signal coming back pre eq, fader, etc....

4. YES...the MEC should see the i/o once you install them and relaunch PARIS

5. And yes...good outboard still beats plugins with latency only again becoming an issue if doing parallel compression on like maybe drums or vox as you will get the slight phasing of the 60 samples.

Hope this helps.

Matt

[www.sandboxproductions.com](http://www.sandboxproductions.com)

[www.eightdayslater.com](http://www.eightdayslater.com)

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Subject: Re: Setting up a Effect patch bay's / with real effects

Posted by [thesandbox1](#) on Fri, 12 Mar 2010 02:49:36 GMT

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hehehehe

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Subject: Re: Setting up a Effect patch bay's / with real effects

Posted by [drfrankencopter](#) on Fri, 12 Mar 2010 02:56:13 GMT

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thesandbox1 wrote on Thu, 11 March 2010 18:47

Not sure if the new work being tried with senderella and the native submixes will can do this.  
????

It should...I haven't tried it to confirm, but I don't see anything in Senderella's source code that would prevent it from working across the various submixes (well, except virtual ones). I'll try tomorrow.

I am getting closer to being able to compile & build Senderella from the source, and once I get there I will change the level settings (currently in %) into dB. This will treat the biggest issue I have with the plug-in (it's sort of like having a linear pot where there should be a log pot...the sensitivity isn't right).

Cheers

Kris

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Subject: Re: Setting up a Effect patch bay's / with real effects

Posted by [TriSound Recording](#) on Fri, 12 Mar 2010 03:01:11 GMT

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Great Will have to give it a try.

You guys are great.

Cheers,

Jeff

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Subject: Re: Setting up a Effect patch bay's / with real effects

Posted by [kerryg](#) on Fri, 12 Mar 2010 03:25:09 GMT

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thesandbox1 wrote on Thu, 11 March 2010 18:49hehehehe

LOL - snap!

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