Subject: Author of Vertex needs some input from us to improve !!
Posted by Dimitrios on Mon, 22 Jan 2007 08:37:43 GMT
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Hi,
Well this guy is willing to help us out with whatever benefits will arrise
for him by buying his plugin...
Note that his plugin has a discount until 31 of January , around 46-47 $
final price.
WE HAVE TO SHOW our appreciation on developers like him as we can ask for
further Paris support, like maybe wdm drivers ???
NOW he asks for some input from us.
Here is what he wrote on his last email...
To be flexible enough it is certainly possible to choose a much larger latency
buffer, but consider this: A buffer consumes memory, e.g. 65536 samples need
262144 bytes per channel (each sample is 32 bit floating point for VST).
If you run e.g. 48 (stereo?)-tracks with 48 instances of FaderWorks you need
48 * 2 * 262144 bytes = 25 MB of memory. Should be no problem for today's
computers, but some users have Win98, so I'm not sure if RAM memory could
be an issue. If not, I would suggest about 132000 samples as upper limit
(needs about 1 MB per FaderWorks instance). What do you (or others) think
about it?

Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Dimitrios on Mon, 22 Jan 2007 08:44:06 GMT
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Sorry,
I wrongly pressed the wrong button here...
Ok this was after my suggestion of high latency buffer for UAD1 and other
dsp card users.
I know that most of us have plenty of ram but if there is some other suggestion
regarding this latency buffer and its upper limit please reply as soon as
possible...
Note that one instance of uad1 needs 16384 samples.
So a normal uad1 user how many instances of uad1 plyugins does he use on
a normal (or abnormal) situation ?
His 132000 samples upper limit suggestion as you read on my previous post
is an EIGHT instances of UAD1 plugs as maximum.
Is that enouph ?
Ok DJ please do not answer this :)
If memory is not a problem , I for myself have 1.5 GB and use XP then I would
suggest double of that 234000.
What do ya think ?/
Regards,
Dimitrios

"Dimitrios" <musurgio@otenet.gr> wrote:
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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Dimitrios on Mon, 22 Jan 2007 12:44:15 GMT
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Track 1 has a latency of 16384 samples. The same is true for track 2. As
track 1 and track 2 have the same latency they are already in sync, but all
other tracks (the remaining 46 tracks) have to be delayed by 16384 samples,
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Take another example: Track 1 has a plug-in with 16384 samples of latency.
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What counts for the overall latency is the largest latency of any track.
You calculate the sum of latencies only for individual tracks when you e.g.
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ISN'T that WHAT WE WANT ? !!!

If we don't buy this vertex we have to jump off Paris !! :)
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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by duncan on Mon, 22 Jan 2007 16:33:21 GMT
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Gene/Dimitrios:

Would it even be necessary to "pick from a list" or "assign" total
delay? Seems like the total delay would simply be as low (or as high)
as needed to compensate for the plugins used. (Unless I'm missing
something, which is always a possibility...)

As for me -- I'm still on 98, 512 ram -- could I run this thing right
now, just to compensate for EDS fx offsets, submix offsets, etc.?

-- interested in how this turns out -- thanks -- chas.

On 23 Jan 2007 02:54:04 +1000, "Gene Lennon"
<glennon@NOSPmyrealbox.com> wrote:

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>Gene
>This is exciting.

Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Deej [4] on Mon, 22 Jan 2007 16:45:54 GMT
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I will buy this later this afternoon. No kidding.

"Dimitrios" <musurgio@otenet.gr> wrote in message news:45b4e025$1@linux...
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> I really love that.
> I opened 64 instances of vertex with no cpyu load !
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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by gene lennon on Mon, 22 Jan 2007 16:54:04 GMT
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Posted by Dimitrios on Mon, 22 Jan 2007 17:02:45 GMT
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Dear Gene,
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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Dimitrios on Mon, 22 Jan 2007 18:25:42 GMT
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Well there is no pick from the list thing.
If you read all the posts you will understand that the latency is due to
the amount you manually type on a ceratin vertex instance vst plugin.
so if you put a 64 samples latent vst plugin you just type 64 and all other
audio tracks get delayed that amount !
The author just asks how much would be the maximum possible latency needed
because the 132000 maximum (only maximum if you will ever reach that) the
author suggests uses 1 mb memory per vertex instance , so for 32 audio tracks
with vertex 32mb will be needed, for 64 paris audio tracks with vertex 64
mb will be needed.
I aggree with the author's 132000 samples as maximum ,if you will ever reach
that I say again.
Normally you would never pass 1000 without uad1 plugins...
Regards,
Dimitrios
Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:
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>Gene/Dimitrios:
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>Would it even be necessary to "pick from a list" or "assign" total
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Posted by Dimitrios musurgioote on Mon, 22 Jan 2007 18:32:18 GMT
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This is the best answer to his kind efforts to even hear our cries for support
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He is laready planning the vertex update without even knowing if Paris people
will support him and his plugin.
I am very excited that a clever "manual" latency compensator will be usable
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We just have to make a big latency table accessible to everyone where every
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It needs to be configured from the beginning of the writting of vertex update.
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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Deej [4] on Mon, 22 Jan 2007 21:37:31 GMT
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Dimitrios,

If I need more than 4 x UAD-1 plugins on any track, then I need to retrack the audio source anyway. As far as outside projects are concerned, if I need to polish a turd, it's going to require something other than UAD-1 plugs.....something like Melodyne, Autotune, etc. and these aren't as processor intensive as the UAD-1 plugins anyway.

Regards,

DJ

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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Deej [4] on Mon, 22 Jan 2007 22:08:07 GMT
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DJ 132000 samples as maximum is enouph for you ?

Yes. That is more than enough for me personally. Money is now in same
vicinity as mouth. The software has been purchased.

Thanks,

;o)

<Dimitrios musurgio#otenet.gr> wrote in message news:45b4f522@linux...
>
> Great DJ,
> This is the best answer to his kind efforts to even hear our cries for
> support
> !
> He is laready planning the vertex update without even knowing if Paris
> people
> will support him and his plugin.
> I am very excited that a clever "manual" latency compensator will be
> usable
> for parisians.
> We just have to make a big latency table accessible to everyone where
> every
> know plugin must be listed .
> I will contribute for sure in this list.

> DJ 132000 samples as maximum is enouph for you ?
> It needs to be configured from the beginning of the writting of vertex
> update.
> Regards,
> Dimitrios
>
> "DJ" <www.aarrrrggghhh!!!.com> wrote:
>>I will buy this later this afternoon. No kidding.
>>
>>"Dimitrios" <musurgio@otenet.gr> wrote in message news:45b4e025$1@linux...
>>>
>>> Dear Gene,
>>> The latency is determined on the plugins we put...
>>> It does not matter if the highest possible will be 120000 samples when
> we
>>> use maximum of two uad1 plugins per track, meaning you can use 2 uad1
>
>>> plugins
>>> across all your audiotracks if you have many uad cards for a total of
>
>>> 32768
>>> samples if you use FXpansion wrapper or 8192 if you use Chainer wrapper
> !!
>>> Even with chainer if you go up to 4 uad1 plugins in a row on a single
>
>>> track
>>> ,which is mostly unusual the toatl latency of the system with chainer
> will
>>> be 16384 !!!
>>> Well with fxpansion is 4 times 16384.
>>> I am excited ...
>>> Note that for NON UAD1 card users like me (I sold them :)) we can use
> all
>>> these eds compressors with lookahead and nolimit with lookahead and
>>> compensate
>>> across all submixes for latency !
>>> Also note that waves ren series introduces 64 samples.
>>> T-racks great plugins the same 64.
>>> Also we can compensate for the difference beetween eds cards ,14 samples
>>> and 2 for each thereafter in case you have more than 16 phase related
>
>>> audio
>>> tracks when recording...
>>> I really love that.
>>> I opened 64 instances of vertex with no cpyu load !
>>> Very very light !
>>> Regards,
>>> Dimitrios

>>>
>>> "Gene Lennon" <glennon@NOSPmyrealbox.com> wrote:
>>>>
>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
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>>>>>not 32768.
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>>>>>Track 2 has a plug-in with a latency of 8192 samples. What FaderWorks
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>>>>>will
>>>>>do is: Tracks 1 will pass through as it is, track 2 will be delayed by
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>>>>>samples and all other tracks will be delayed by 16384 samples.
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>>>>>What counts for the overall latency is the largest latency of any
>>>>>track.
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>>> e.g.
>>>>>put several uad1 behind on the same track.
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>>>>Gene
>>>>This is exciting.

>>>>
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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by duncan on Tue, 23 Jan 2007 03:33:23 GMT
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OK, that's understood then -- max latency not an issue. Cool. And I had an email exchange with the developer today regarding 98 -- he says it shouldn't be a problem and encouraged me to try the demo. Which I'll do, as soon as I'm done with this batch of mixes I'm busy with right now (don't want to throw *anything* new into this system until this job is done). But, if he gets this "manual latency" compensator gizmo working, I'll buy just for that and for the extra solo and mute capability.

-- thanks for keeping on top of these developments -- much appreciated
-- chas.

On 23 Jan 2007 04:25:42 +1000, "Dimitrios" <musurgio@otenet.gr> wrote:

>
>Well there is no pick from the list thing.
>If you read all the posts you will understand that the latency is due to
>the amount you manually type on a ceratin vertex instance vst plugin.
>so if you put a 64 samples latent vst plugin you just type 64 and all other
>audio tracks get delayed that amount !
>The author just asks how much would be the maximum possible latency needed
>because the 132000 maximum (only maximum if you will ever reach that) the
>author suggests uses 1 mb memory per vertex instance , so for 32 audio tracks
>with vertex 32mb will be needed, for 64 paris audio tracks with vertex 64
>mb will be needed.
>I aggree with the author's 132000 samples as maximum ,if you will ever reach
>that I say again.
>Normally you would never pass 1000 without uad1 plugins...
>Regards,
>Dimitrios
>Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:
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>>Gene/Dimitrios:
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>>Would it even be necessary to "pick from a list" or "assign" total
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>>as needed to compensate for the plugins used. (Unless I'm missing

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>>As for me -- I'm still on 98, 512 ram -- could I run this thing right
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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Phil Aiken on Tue, 23 Jan 2007 15:03:19 GMT
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I am a little unclear still....
For arguments sake, let's say I have a 32 track project on 2 cards, with plugins of various latencies...track 1 has 16384 ms. track 10 has 16376 ms, and track 20 (track 4 of submix 2) has 256 ms latency. What would be the procedure with Vertex to even all tracks out across the project?

Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:
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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Dimitrios on Tue, 23 Jan 2007 16:02:33 GMT
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Hi Phil,
According to the author you just have to type the latency on the vertex instance you are putting a plugin and then vertex takes care of the rest !!
Here is how it will work...
You open vertex dsp on every audio track on your 2 card system.
You can save that as a template for further projects.
Now lets say you open on track 1 a plugin that has 16384 samples latency , you just type 16384 on that vertex's instance of audio track 1 and vertex takes care of the rest 31 audio tracks to get alligned.
Now you put a plugin on track 10 which has a latency of 16376 ,you just type that number on track's 10 vertex instance and so vertex takes care of the rest 31 audio tracks again meaning that it delays all other tracks in a way that all have this 16376 latency, menaing again that it just adds 12 samples to track 10 and lives all other 31 audio tracks with same 16384 latency !!
Isn't that clever ??
Now you say you put a plugin on track 4 of submix 2 that has a latency of 256 ms (you have here to translate it to samples as to have it on your latency list) this is 1290 samples ,plus the 12 samples submix 2 introduces (Paris feature) you will have a total of 1302.
Just type 1302 on track's 4 vertex instance and vertex will take this very same track to the 16384 latency situation !
This very clever delay compensator DOES not add the latencies but uses the

biggest amoung all instances and alligns the rest !
I hope this helps.
Regards,
Dimitrios

"Phil Aiken" <asdf@asdf.sdf> wrote:
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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Dimitrios on Tue, 23 Jan 2007 16:04:40 GMT
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Dear Phil,
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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Jeff hoover on Tue, 23 Jan 2007 17:25:49 GMT
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So is the compensator already in the product, or do we have a timeline
for it?

Hoov

Dimitrios wrote:
> Great Chris !
> Please email him too saying that you are a Paris users that has been informed
> about the latency compensator !
> Regards,
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>
> "Chris Lang" <yo@yo.yo> wrote:
>
>>That is awesome. Buying it now...
>>
>>Chris
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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Chris Lang on Tue, 23 Jan 2007 17:34:51 GMT
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That is awesome. Buying it now...

Chris

"Dimitrios" <musurgio@otenet.gr> wrote:
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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Dimitrios on Tue, 23 Jan 2007 17:42:12 GMT
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Great Chris !
Please email him too saying that you are a Paris users that has been informed
about the latency compensator !
Regards,
Dimitrios

"Chris Lang" <yo@yo.yo> wrote:
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>That is awesome. Buying it now...
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>"Dimitrios" <musurgio@otenet.gr> wrote:
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Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Tom Bruhl on Tue, 23 Jan 2007 18:35:43 GMT
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This is a multi-part message in MIME format.

------=_NextPart_000_0054_01C73EF3.6183A160
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

A couple of weeks?!?! That's alot of latency.
Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =
news:45b64aaa$1@linux...

Dear Jeff,
This is what makes this author a nice guy ...
I proposed it to him to be added on his vertex and he reacted in a =
very positive

way improving my idea and promissing a couple of weeks for this update =
to
his vertex that will include the latency compensator.
Hope this helps.
Regards,
Dimitrios
Jeff hoover <jkhoover@excite-DOT-com> wrote:
>So is the compensator already in the product, or do we have a =
timeline=20
>for it?
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>Hoov
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>Dimitrios wrote:
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>>>>>>>>>>>do is: Tracks 1 will pass through as it is, track 2 will be =
delayed
>>>>>>
>>>>>>by
>>>>>>
>>>>>>>>>>8192

>>>>>>>>
>>>>>>>>>>samples and all other tracks will be delayed by 16384 =
samples.
>>>>>>>>>>
>>>>>>>>>>What counts for the overall latency is the largest latency =
of
any
>>>>
>>>>track.
>>>>
>>>>>>>>>>You calculate the sum of latencies only for individual =
tracks
when
>>>>>
>>>>>you
>>>>>
>>>>>>>>>e.g.
>>>>>>>>>
>>>>>>>>>>put several uad1 behind on the same track.
>>>>>>>>>>
>>>>>>>>>>ISN'T that WHAT WE WANT ? !!!
>>>>>>>>>>If we don't buy this vertex we have to jump off Paris !! :)
>>>>>>>>>>Regards,
>>>>>>>>>>Dimitrios=20
>>>>>>>>>>
>>>>>>>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>That is what we want, but extremely high playback latencies =
will
>>=20
>> probably
>>=20
>>>>>>>>>>cause a delay between fader and mute actions and audible =
execution
>>>>
>>>>(and
>>>>
>>>>>>>>>>also
>>>>>>>>>
>>>>>>>>>>delay meters). I need to make automation decisions with =
effects
in
>>>>
>>>>place,
>>>>
>>>>>>>>>>so extremely long delays could be problematic.=20
>>>>>>>>>>Any chance we could pick from a list or assign a total =

delay?
>>>>>>>>>>Gene
>>>>>>>>>>This is exciting.
>>>>>>>>>
>>=20

I choose Polesoft Lockspam to fight spam, and you?
http://www.polesoft.com/refer.html
------=_NextPart_000_0054_01C73EF3.6183A160
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>A couple of weeks?!?! That's alot =
of=20
latency.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Dimitrios" <<A=20
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote in =
message=20
<A =
href=3D"news:45b64aaa$1@linux">news:45b64aaa$1@linux</A>...</DIV>
Dear=
=20
Jeff,
This is what makes this author a nice guy ...
I proposed =
it to him=20
to be added on his vertex and he reacted in a very positive
way =
improving=20
my idea and promissing a couple of weeks for this update to
his =
vertex that=20
will include the latency compensator.
Hope this=20
helps.
Regards,
Dimitrios
Jeff hoover <<A=20
=
href=3D"mailto:jkhoover@excite-DOT-com">jkhoover@excite-DOT-com</A>>=20

wrote:
>So is the compensator already in the product, or do we =
have a=20
timeline
>for it?
>
>Hoov
>
>Dimitrios=20
wrote:
>> Great Chris !
>> Please email him too =
saying that=20
you are a Paris users that has been informed
>> about the =
latency=20
compensator !
>> Regards,
>> Dimitrios
>>=20

>> "Chris Lang" <<A =
href=3D"mailto:yo@yo.yo">yo@yo.yo</A>>=20
wrote:
>>
>>>That is awesome. Buying it=20
=
now...
>>>
>>>Chris
>>>
>>&g=
t;
>>>"Dimitrios"=20
<<A href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20
wrote:
>>>
>>>>Dear =
Phil,
>>>>You=20
probably have read that I said allign all 31 audio tracks to =
16376
>>=20

>> I
>>
>>>>meant to 16384 which =
already=20
was so, so it just adds 12 samples to=20
=
track
>>>>10.
>>>>Regards,
>>>&=
gt;Dimitrios
>>>>
>>>> "Dimitrios"=20
<<A href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20
wrote:
>>>>
>>>>>Hi=20
Phil,
>>>>>According to the author you just have to =
type the=20
latency on the=20
=
vertex
>>>>
>>>>instance
>>>&gt=
;
>>>>>you=20
are putting a plugin and then vertex takes care of the rest=20
!!
>>>>>Here is how it will=20
work...
>>>>>You open vertex dsp on every audio =
track on=20
your 2 card system.
>>>>>You can save that as a =
template for=20
further projects.
>>>>>Now lets say you open on =
track 1 a=20
plugin that has 16384 samples latency
>>>>>, you =
just type=20
16384 on that vertex's instance of audio track 1=20
and
vertex
>>>>>takes care of the rest 31 audio =
tracks to=20
get alligned.
>>>>>Now you put a plugin on track 10 =
which=20

has a latency of 16376 ,you=20
=
just
>>>>
>>>>type
>>>>
&=
gt;>>>>that=20
number on track's 10 vertex instance and so vertex takes care =
of
>>=20

>> the
>>
>>>>>rest 31 audio =
tracks=20
again meaning that it delays all other tracks in
>> =

>>=20
a
>>=20
=

>>>>way
>>>>
>>>>>that =
all=20
have this 16376 latency, menaing again that it just adds=20
12
samples
>>>>>to track 10 and lives all other =
31 audio=20
tracks with same 16384=20
=
latency
>>>>
>>>>!!
>>>>
=
>>>>>Isn't=20
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>>>>>Now you say you put a plugin on =
track 4=20
of submix 2 that has a=20
=
latency
>>>
>>>of
>>>
>>>=
>>256=20
ms (you have here to translate it to samples as to have it on=20
=
your
>>>
>>>latency
>>>
>>&g=
t;>>list)=20
this is 1290 samples ,plus the 12 samples submix 2=20
introduces
(Paris
>>>>>feature) you will have a =
total of=20
1302.
>>>>>Just type 1302 on track's 4 vertex =
instance and=20
vertex will take this
>>
>> very
>>=20

>>>>>same track to the 16384 latency situation=20
!
>>>>>This very clever delay compensator DOES not =
add the=20
latencies but=20
=
uses
>>>
>>>the
>>>
>>>&g=
t;>biggest=20
amoung all instances and alligns the rest !
>>>>>I =
hope this=20
=
helps.
>>>>>Regards,
>>>>>Dimitrios<B=

R>>>>>>
>>>>> "Phil=20
Aiken" <<A href=3D"mailto:asdf@asdf.sdf">asdf@asdf.sdf</A>>=20
=
wrote:
>>>>>
>>>>>>
>>&gt=
;>>>I=20
am a little unclear still....
>>>>>>For arguments =
sake,=20
let's say I have a 32 track project on 2 cards,
>> =

>>=20
with
>>
>>>>>>plugins of various=20
latencies...track 1 has 16384 ms. track 10 has=20
=
16376
>>>>>
>>>>>ms,
>>>&=
gt;>
>>>>>>and=20
track 20 (track 4 of submix 2) has 256 ms latency. What would =
be
>>=20

>> the
>>
>>>>>>procedure =
with Vertex=20
to even all tracks out across the=20
=
project?
>>>>>>
>>>>>>
>&=
gt;>>>>
>>>>>>
>>>>>&g=
t;Chas.=20
Duncan <duncan5199ATsbcglobalDOTnet@>=20
wrote:
>>>>>>
>>>>>>>OK, =
that's=20
understood then -- max latency not an issue. Cool. =
And
>>=20

>> I
>>
>>>>>>>had an =
email=20
exchange with the developer today regarding 98 --=20
he
says
>>>>>>>it shouldn't be a problem =
and=20
encouraged me to try the demo. =
Which
 >>>>>>>I'll =20
do, as soon as I'm done with this batch of mixes I'm busy=20
with
 >>>>>>>righ t now (don't want to throw =
anything=20
new into this system until
 >>>>>>>this job is=20
done). But, if he gets this "manual latency"=20
compensator
 >>>>>>>gizm o working, I'll buy =
just for=20
that and for the extra solo and=20
=
mute
 >>>>>>>capa bility.
>>>>>&g=
t;>
 >>>>>>>--=2 0
thanks for keeping on top of these developments -- much=20
appreciated
 >>>>>>>--=2 0

=
chas.
>>>>>>>>
>>>>>>>>On =
23 Jan=20
2007 04:25:42 +1000, "Dimitrios" <A=20
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20
=
wrote:
>>>>>>>>
>>>>>>>> <BR=
> >>>>>>>>&amp ;gt;Well=20
there is no pick from the list =
thing.
 >>>>>>>>&amp ;gt;If=20
you read all the posts you will understand that the latency=20
=
is
due
>>>>>
>>>>>to
>>&g=
t;>>
 >>>>>>>&amp ;gt;the=20
amount you manually type on a ceratin vertex instance vst=20
plugin.
 >>>>>>>&amp ;gt;so if you put a 64 samples =
latent=20
vst plugin you just type 64=20

>>>>>
>>>>>and all=20
other
>>>>>
 >>>>>>>&amp ;gt;audio =
tracks=20
get delayed that amount !
 >>>>>>>&amp ;gt;The =
author just=20
asks how much would be the maximum possible=20
=
latency
>>>
>>>needed
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>>=
>>>>>>because=20
the 132000 maximum (only maximum if you will ever reach=20
=
that
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>>>>)
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>=
>>>>>the
>>>>>>
>>>>&g=
t;>>author=20
suggests uses 1 mb memory per vertex instance , so for=20
=
32
audio
>>>>>>
>>>>>>tracks=

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 >>>>>>>&amp ;gt;with=20
vertex 32mb will be needed, for 64 paris audio tracks with=20
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vertex
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>>>>>>64
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 >>>>>>>&amp ;gt;mb=20
will be needed.
 >>>>>>>&amp ;gt;I aggree with the =
author's=20
132000 samples as maximum ,if you=20
=
will
ever
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>>>>>>reach=

>>>>>
 >>>>>>>&amp ;gt;that=20
I say again.
 >>>>>>>&amp ;gt;Normally you would =
never pass=20

1000 without uad1=20
=
plugins...
 >>>>>>>&amp ;gt;Regards,
>>>&gt=
;>>>Dimitrios
 >>>>>>>&amp ;gt;Chas.=20
Duncan <duncan5199ATsbcglobalDOTnet@>=20
=
wrote:
 >>>>>>>>&amp ;gt;
>>>>>>>&gt=
;>>Gene/Dimitrios:
 >>>>>>>>&amp ;gt;>
>&=
gt;>>>>>>>>W ould=20
it even be necessary to "pick from a list" or "assign"=20
total
 >>>>>>>>&amp ;gt;>delay? Seems like =
the total=20
delay would simply be as low (or=20
as
high)
 >>>>>>>>&amp ;gt;>as needed to =
compensate for=20
the plugins used. (Unless I'm=20
missing
 >>>>>>>>&amp ;gt;>something, which is =
always a=20
=
possibility...)
 >>>>>>>>&amp ;gt;>
>>>&g=
t;>>>>>As=20
for me -- I'm still on 98, 512 ram -- could I run this=20
thing
right
 >>>>>>>>&amp ;gt;>now, just to =
compensate=20
for EDS fx offsets, submix offsets,=20
=
etc.?
 >>>>>>>>&amp ;gt;>
>>>>>>>=
>>>--=20
interested in how this turns out -- thanks --=20
=
chas.
 >>>>>>>>&amp ;gt;>
>>>>>>>=
>>>
 >>>>>>>>>&amp ;gt;>On=20
23 Jan 2007 02:54:04 +1000, "Gene=20
Lennon"
 >>>>>>>>&amp ;gt;>< <A=20
=
href=3D"mailto:glennon@NOSPmyrealbox.com">glennon@NOSPmyrealbox.com</A>&g=
t;=20
=
wrote:
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>>>>>>&gt=
;>>>
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<<A href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20
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 >>>>>>>>&amp ;gt;>>
>>>>&gt=
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 >>>>>>>>&amp ;gt;>>>Track 1 has =
a=20
latency of 16384 samples. The same is true for=20

=
track
>>>>>
>>>>>2.
>>>&g=
t;>
 >>>>>>>&amp ;gt;As
>>>>>>&=
gt;>
 >>>>>>>&amp ;gt;>>>track=20
1 and track 2 have the same latency they are already=20
=
in
sync,
>>>>>>
>>>>>>but<BR=
>>>>>>>
 >>>>>>>&amp ;gt;>>all <=
BR> >>>>>>>>&amp ;gt;>>
>>>>>>&g=
t;>>>other=20
tracks (the remaining 46 tracks) have to be delayed by=20
=
16384
>>>>>
>>>>>samples,
>>=
>>
 >>>>>>>&amp ;gt;>>not=20
=
32768.
 >>>>>>>&amp ;gt;>>
>>>&gt=
;>>>>>>Tak e=20
another example: Track 1 has a plug-in with 16384=20
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samples
of
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>>>latency.
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 >>>>>>>&amp ;gt;>>Track=20
2 has a plug-in with a latency of 8192 samples. What=20
=
FaderWorks
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>>>>>&gt=
;>will
 >>>>>>>&amp ;gt;
>>>>>=
>>do=20
is: Tracks 1 will pass through as it is, track 2 will be=20
=
delayed
>>>>>>
>>>>>>by
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>>>>>
 >>>>>>>&amp ;gt;8192
>>&=
gt;>>>>>
 >>>>>>>&amp ;gt;>>>sa=
mples=20
and all other tracks will be delayed by 16384=20
=
samples.
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>>>&=
gt;>>>>>>W hat=20
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of
any
>>>>
>>>>track.
>>>&g=
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 >>>>>>>&amp ;gt;>>>You=20
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=
tracks
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>>>>>you
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 >>>>>>>&amp ;gt;e.g.
>>>&=
gt;>>>>
 >>>>>>>&amp ;gt;>>>put=20
several uad1 behind on the same=20
=
track.
 >>>>>>>&amp ;gt;>>>
>>>&gt=

;>>>>>>>ISN 'T=20
that WHAT WE WANT ? =
!!!
 >>>>>>>&amp ;gt;>>>If we=20
don't buy this vertex we have to jump off Paris !!=20
=
:)
 >>>>>>>&amp ;gt;>>>Regards,
>>&gt=
;>>>>>>>&am p;gt;Dimitrios=20
=

 >>>>>>>>&amp ;gt;>>>
>>>>>&=
gt;>>>>>>"Dimitrios"=20
<<A href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20
=
wrote:
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>>>&gt=
;>>>>>>>
 >>>>>>>>&amp ;gt;>>That=
=20
is what we want, but extremely high playback latencies =
will
>>=20

>> probably
>>=20

 >>>>>>>>&amp ;gt;>>cause a delay between =
fader and=20
mute actions and audible=20
=
execution
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>>>>(and
>>>>=

 >>>>>>>>&amp ;gt;also
 >>>>>>>>&amp ;=
gt;
 >>>>>>>>&amp ;gt;>>delay=20
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in
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>>&g=
t;>
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=
delay?
 >>>>>>>>&amp ;gt;>>Gene
>>>&gt=
;>>>>>>>This=20
is exciting.
 >>>>>>>>&amp ;gt;>
>>=20

</BLOCKQUOTE>
<DIV><FONT size=3D2>

I choose Polesoft Lockspam to fight spam, =
and=20
you?
<A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A>   </FONT></DIV></BODY ></HTML>

------=_NextPart_000_0054_01C73EF3.6183A160--

Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Dimitrios on Tue, 23 Jan 2007 18:49:30 GMT
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Dear Jeff,
This is what makes this author a nice guy ...
I proposed it to him to be added on his vertex and he reacted in a very positive
way improving my idea and promissing a couple of weeks for this update to
his vertex that will include the latency compensator.
Hope this helps.
Regards,
Dimitrios
Jeff hoover <jkhoover@excite-DOT-com> wrote:
>So is the compensator already in the product, or do we have a timeline
>for it?
>
>Hoov
>
>Dimitrios wrote:
>> Great Chris !
>> Please email him too saying that you are a Paris users that has been informed
>> about the latency compensator !
>> Regards,
>> Dimitrios
>>
>> "Chris Lang" <yo@yo.yo> wrote:
>>
>>>That is awesome. Buying it now...
>>>
>>>Chris
>>>
>>>
>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>
>>>>Dear Phil,
>>>>You probably have read that I said allign all 31 audio tracks to 16376
>>
>> I
>>
>>>>meant to 16384 which already was so, so it just adds 12 samples to track
>>>>10.
>>>>Regards,
>>>>Dimitrios
>>>>
>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>
>>>>>Hi Phil,
>>>>>According to the author you just have to type the latency on the vertex
>>>>

>>>>instance
>>>>
>>>>>you are putting a plugin and then vertex takes care of the rest !!
>>>>>Here is how it will work...
>>>>>You open vertex dsp on every audio track on your 2 card system.
>>>>>You can save that as a template for further projects.
>>>>>Now lets say you open on track 1 a plugin that has 16384 samples latency
>>>>>, you just type 16384 on that vertex's instance of audio track 1 and
vertex
>>>>>takes care of the rest 31 audio tracks to get alligned.
>>>>>Now you put a plugin on track 10 which has a latency of 16376 ,you just
>>>>
>>>>type
>>>>
>>>>>that number on track's 10 vertex instance and so vertex takes care of
>>
>> the
>>
>>>>>rest 31 audio tracks again meaning that it delays all other tracks in
>>
>> a
>>
>>>>>way
>>>>
>>>>>that all have this 16376 latency, menaing again that it just adds 12
samples
>>>>>to track 10 and lives all other 31 audio tracks with same 16384 latency
>>>>
>>>>!!
>>>>
>>>>>Isn't that clever ??
>>>>>Now you say you put a plugin on track 4 of submix 2 that has a latency
>>>
>>>of
>>>
>>>>>256 ms (you have here to translate it to samples as to have it on your
>>>
>>>latency
>>>
>>>>>list) this is 1290 samples ,plus the 12 samples submix 2 introduces
(Paris
>>>>>feature) you will have a total of 1302.
>>>>>Just type 1302 on track's 4 vertex instance and vertex will take this
>>
>> very
>>
>>>>>same track to the 16384 latency situation !
>>>>>This very clever delay compensator DOES not add the latencies but uses

>>>
>>>the
>>>
>>>>>biggest amoung all instances and alligns the rest !
>>>>>I hope this helps.
>>>>>Regards,
>>>>>Dimitrios
>>>>>
>>>>>"Phil Aiken" <asdf@asdf.sdf> wrote:
>>>>>
>>>>>>
>>>>>>I am a little unclear still....
>>>>>>For arguments sake, let's say I have a 32 track project on 2 cards,
>>
>> with
>>
>>>>>>plugins of various latencies...track 1 has 16384 ms. track 10 has 16376
>>>>>
>>>>>ms,
>>>>>
>>>>>>and track 20 (track 4 of submix 2) has 256 ms latency. What would be
>>
>> the
>>
>>>>>>procedure with Vertex to even all tracks out across the project?
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>>Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:
>>>>>>
>>>>>>>>>>OK, that's understood then -- max latency not an issue. Cool. And
>>
>> I
>>
>>>>>>>>had an email exchange with the developer today regarding 98 -- he
says
>>>>>>>>it shouldn't be a problem and encouraged me to try the demo. Which
>>>>>>>>I'll do, as soon as I'm done with this batch of mixes I'm busy with
>>>>>>>>right now (don't want to throw *anything* new into this system until
>>>>>>>>this job is done). But, if he gets this "manual latency" compensator
>>>>>>>>gizmo working, I'll buy just for that and for the extra solo and mute
>>>>>>>>capability.
>>>>>>>>
>>>>>>>>-- thanks for keeping on top of these developments -- much appreciated
>>>>>>>>-- chas.
>>>>>>>>
>>>>>>>>On 23 Jan 2007 04:25:42 +1000, "Dimitrios" <musurgio@otenet.gr> wrote:

>>>>>>>
>>>>>>>
>>>>>>>>Well there is no pick from the list thing.
>>>>>>>>If you read all the posts you will understand that the latency is
due
>>>>>
>>>>>to
>>>>>
>>>>>>>>the amount you manually type on a ceratin vertex instance vst plugin.
>>>>>>>>so if you put a 64 samples latent vst plugin you just type 64
>>>>>
>>>>>and all other
>>>>>
>>>>>>>>audio tracks get delayed that amount !
>>>>>>>>The author just asks how much would be the maximum possible latency
>>>
>>>needed
>>>
>>>>>>>>because the 132000 maximum (only maximum if you will ever reach that
>>>>
>>>>)
>>>>
>>>>>>the
>>>>>>
>>>>>>>>author suggests uses 1 mb memory per vertex instance , so for 32
audio
>>>>>>
>>>>>>tracks
>>>>>>
>>>>>>>>with vertex 32mb will be needed, for 64 paris audio tracks with vertex
>>>>>>
>>>>>>64
>>>>>>
>>>>>>>>mb will be needed.
>>>>>>>>I aggree with the author's 132000 samples as maximum ,if you will
ever
>>>>>>
>>>>>>reach
>>>>>>
>>>>>>>>that I say again.
>>>>>>>>Normally you would never pass 1000 without uad1 plugins...
>>>>>>>>Regards,
>>>>>>>>Dimitrios
>>>>>>>>Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:
>>>>>>>
>>>>>>>>Gene/Dimitrios:
>>>>>>>>
>>>>>>>>Would it even be necessary to "pick from a list" or "assign" total

>>>>>>>>>delay? Seems like the total delay would simply be as low (or as
high)
>>>>>>>>>as needed to compensate for the plugins used. (Unless I'm missing
>>>>>>>>>something, which is always a possibility...)
>>>>>>>>>
>>>>>>>>>As for me -- I'm still on 98, 512 ram -- could I run this thing
right
>>>>>>>>>now, just to compensate for EDS fx offsets, submix offsets, etc.?
>>>>>>>>>
>>>>>>>>>-- interested in how this turns out -- thanks -- chas.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>On 23 Jan 2007 02:54:04 +1000, "Gene Lennon"
>>>>>>>>><glennon@NOSPmyrealbox.com> wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>>>>
>>>>>>>>>>Here is what the author wrote about his latency addon for vertex..!!
>>>>>>>>>>Track 1 has a latency of 16384 samples. The same is true for track
>>>>>
>>>>>2.
>>>>>
>>>>>>>>>>As
>>>>>>>>>
>>>>>>>>>>track 1 and track 2 have the same latency they are already in
sync,
>>>>>>
>>>>>>but
>>>>>>
>>>>>>>>>>all
>>>>>>>>>
>>>>>>>>>>other tracks (the remaining 46 tracks) have to be delayed by 16384
>>>>>
>>>>>samples,
>>>>>
>>>>>>>>>>not 32768.
>>>>>>>>>>
>>>>>>>>>>Take another example: Track 1 has a plug-in with 16384 samples
of
>>>>
>>>>latency.
>>>>
>>>>>>>>>>Track 2 has a plug-in with a latency of 8192 samples. What FaderWorks
>>>>>>>>>
>>>>>>>>>>will
>>>>>>>>>
>>>>>>>>>>do is: Tracks 1 will pass through as it is, track 2 will be delayed

>>>>>>
>>>>>>by
>>>>>>
>>>>>>>>8192
>>>>>>>>
>>>>>>>>>>samples and all other tracks will be delayed by 16384 samples.
>>>>>>>>>>
>>>>>>>>>>What counts for the overall latency is the largest latency of
any
>>>>
>>>>track.
>>>>
>>>>>>>>>>You calculate the sum of latencies only for individual tracks
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>>>>>
>>>>>you
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>>>>>>>>>>e.g.
>>>>>>>>>>
>>>>>>>>>>put several uad1 behind on the same track.
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>>>>>>>>>>ISN'T that WHAT WE WANT ? !!!
>>>>>>>>>>If we don't buy this vertex we have to jump off Paris !! :)
>>>>>>>>>>Regards,
>>>>>>>>>>Dimitrios
>>>>>>>>>>
>>>>>>>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>That is what we want, but extremely high playback latencies will
>>
>> probably
>>
>>>>>>>>>>cause a delay between fader and mute actions and audible execution
>>>>
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>>>>place,
>>>>
>>>>>>>>>>so extremely long delays could be problematic.
>>>>>>>>>>Any chance we could pick from a list or assign a total delay?
>>>>>>>>>>Gene
>>>>>>>>>>This is exciting.

>>>>>>>>>
>>

Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Deej [4] on Tue, 23 Jan 2007 19:07:43 GMT
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This is a multi-part message in MIME format.

------=_NextPart_000_0374_01C73EE7.170A7FC0
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

ROTFL!!!!!

(patience gwasshoppa')

;o)
  "Tom Bruhl" <arpegio@comcast.net> wrote in message =
news:45b655ee@linux...
  A couple of weeks?!?! That's alot of latency.
  Tom

    "Dimitrios" <musurgio@otenet.gr> wrote in message =
news:45b64aaa$1@linux...

    Dear Jeff,
    This is what makes this author a nice guy ...
    I proposed it to him to be added on his vertex and he reacted in a =
very positive
    way improving my idea and promissing a couple of weeks for this =
update to
    his vertex that will include the latency compensator.
    Hope this helps.
    Regards,
    Dimitrios
    Jeff hoover <jkhoover@excite-DOT-com> wrote:
    >So is the compensator already in the product, or do we have a =
timeline=20
    >for it?
    >
    >Hoov
    >
    >Dimitrios wrote:
    >> Great Chris !

>> Please email him too saying that you are a Paris users that has =
been informed
>> about the latency compensator !
>> Regards,
>> Dimitrios
>>=20
>> "Chris Lang" <yo@yo.yo> wrote:
>>=20
>>>That is awesome. Buying it now...
>>>
>>>Chris
>>>
>>>
>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>
>>>>Dear Phil,
>>>>You probably have read that I said allign all 31 audio tracks to =
16376
>>=20
>> I
>>=20
>>>>meant to 16384 which already was so, so it just adds 12 samples =
to track
>>>>10.
>>>>Regards,
>>>>Dimitrios
>>>>
>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>
>>>>>Hi Phil,
>>>>>According to the author you just have to type the latency on =
the vertex
>>>>
>>>>instance
>>>>
>>>>>you are putting a plugin and then vertex takes care of the rest =
!!
>>>>>Here is how it will work...
>>>>>You open vertex dsp on every audio track on your 2 card system.
>>>>>You can save that as a template for further projects.
>>>>>Now lets say you open on track 1 a plugin that has 16384 =
samples latency
>>>>>, you just type 16384 on that vertex's instance of audio track =
1 and
vertex
>>>>>takes care of the rest 31 audio tracks to get alligned.
>>>>>Now you put a plugin on track 10 which has a latency of 16376 =
,you just

>>>>
>>>>type
>>>>
>>>>>that number on track's 10 vertex instance and so vertex takes =
care of
>>=20
>> the
>>=20
>>>>>rest 31 audio tracks again meaning that it delays all other =
tracks in
>>=20
>> a
>>=20
>>>>way
>>>>
>>>>>that all have this 16376 latency, menaing again that it just =
adds 12
samples
>>>>>to track 10 and lives all other 31 audio tracks with same 16384 =
latency
>>>>
>>>>!!
>>>>
>>>>>Isn't that clever ??
>>>>>Now you say you put a plugin on track 4 of submix 2 that has a =
latency
>>>
>>>of
>>>
>>>>>256 ms (you have here to translate it to samples as to have it =
on your
>>>
>>>latency
>>>
>>>>>list) this is 1290 samples ,plus the 12 samples submix 2 =
introduces
(Paris
>>>>>feature) you will have a total of 1302.
>>>>>Just type 1302 on track's 4 vertex instance and vertex will =
take this
>>=20
>> very
>>=20
>>>>>same track to the 16384 latency situation !
>>>>>This very clever delay compensator DOES not add the latencies =
but uses
>>>
>>>the

>>>
>>>>>biggest amoung all instances and alligns the rest !
>>>>>I hope this helps.
>>>>>Regards,
>>>>>Dimitrios
>>>>>
>>>>>"Phil Aiken" <asdf@asdf.sdf> wrote:
>>>>>
>>>>>>
>>>>>>I am a little unclear still....
>>>>>>For arguments sake, let's say I have a 32 track project on 2 =
cards,
>>=20
>> with
>>=20
>>>>>>plugins of various latencies...track 1 has 16384 ms. track 10 =
has 16376
>>>>>
>>>>>ms,
>>>>>
>>>>>>and track 20 (track 4 of submix 2) has 256 ms latency. What =
would be
>>=20
>> the
>>=20
>>>>>>procedure with Vertex to even all tracks out across the =
project?
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>>Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:
>>>>>>
>>>>>>>OK, that's understood then -- max latency not an issue. =
Cool. And
>>=20
>> I
>>=20
>>>>>>>had an email exchange with the developer today regarding 98 =
-- he
says
>>>>>>>it shouldn't be a problem and encouraged me to try the demo. =
Which
>>>>>>>I'll do, as soon as I'm done with this batch of mixes I'm =
busy with
>>>>>>>right now (don't want to throw *anything* new into this =
system until
>>>>>>>this job is done). But, if he gets this "manual latency" =

compensator
>>>>>>>gizmo working, I'll buy just for that and for the extra solo =
and mute
>>>>>>>capability.
>>>>>>>
>>>>>>>-- thanks for keeping on top of these developments -- much =
appreciated
>>>>>>>-- chas.
>>>>>>>
>>>>>>>On 23 Jan 2007 04:25:42 +1000, "Dimitrios" =
<musurgio@otenet.gr> wrote:
>>>>>>>
>>>>>>>
>>>>>>>>Well there is no pick from the list thing.
>>>>>>>>If you read all the posts you will understand that the =
latency is
due
>>>>>
>>>>>to
>>>>>
>>>>>>>>the amount you manually type on a ceratin vertex instance =
vst plugin.
>>>>>>>>so if you put a 64 samples latent vst plugin you just type =
64=20
>>>>>
>>>>>and all other
>>>>>
>>>>>>>>audio tracks get delayed that amount !
>>>>>>>>The author just asks how much would be the maximum possible =
latency
>>>
>>>needed
>>>
>>>>>>>>because the 132000 maximum (only maximum if you will ever =
reach that
>>>>
>>>>)
>>>>
>>>>>>>the
>>>>>>
>>>>>>>>author suggests uses 1 mb memory per vertex instance , so =
for 32
audio
>>>>>>
>>>>>>tracks
>>>>>>
>>>>>>>>with vertex 32mb will be needed, for 64 paris audio tracks =
with vertex

>>>>>>
>>>>>>64
>>>>>>
>>>>>>>>mb will be needed.
>>>>>>>>I aggree with the author's 132000 samples as maximum ,if you =
will
ever
>>>>>>
>>>>>>reach
>>>>>>
>>>>>>>>that I say again.
>>>>>>>>Normally you would never pass 1000 without uad1 plugins...
>>>>>>>>Regards,
>>>>>>>>Dimitrios
>>>>>>>>Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:
>>>>>>>>
>>>>>>>>>Gene/Dimitrios:
>>>>>>>>>
>>>>>>>>>Would it even be necessary to "pick from a list" or =
"assign" total
>>>>>>>>>delay? Seems like the total delay would simply be as low =
(or as
high)
>>>>>>>>>as needed to compensate for the plugins used. (Unless I'm =
missing
>>>>>>>>>something, which is always a possibility...)
>>>>>>>>>
>>>>>>>>>As for me -- I'm still on 98, 512 ram -- could I run this =
thing
right
>>>>>>>>>now, just to compensate for EDS fx offsets, submix offsets, =
etc.?
>>>>>>>>>
>>>>>>>>>-- interested in how this turns out -- thanks -- chas.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>On 23 Jan 2007 02:54:04 +1000, "Gene Lennon"
>>>>>>>>><glennon@NOSPmyrealbox.com> wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>>>>
>>>>>>>>>>Here is what the author wrote about his latency addon for =
vertex..!!
>>>>>>>>>>Track 1 has a latency of 16384 samples. The same is true =
for track
>>>>>
>>>>>2.

>>>>>
>>>>>>>>As
>>>>>>>>
>>>>>>>>>>track 1 and track 2 have the same latency they are =
already in
sync,
>>>>>>
>>>>>>but
>>>>>>
>>>>>>>>>>all
>>>>>>>>>>
>>>>>>>>>>other tracks (the remaining 46 tracks) have to be delayed =
by 16384
>>>>>
>>>>>samples,
>>>>>
>>>>>>>>>>not 32768.
>>>>>>>>>>
>>>>>>>>>>Take another example: Track 1 has a plug-in with 16384 =
samples
of
>>>>
>>>>latency.
>>>>
>>>>>>>>>>Track 2 has a plug-in with a latency of 8192 samples. =
What FaderWorks
>>>>>>>>
>>>>>>>>will
>>>>>>>>
>>>>>>>>>>do is: Tracks 1 will pass through as it is, track 2 will =
be delayed
>>>>>>
>>>>>>by
>>>>>>
>>>>>>>>8192
>>>>>>>>
>>>>>>>>>>samples and all other tracks will be delayed by 16384 =
samples.
>>>>>>>>>>
>>>>>>>>>>What counts for the overall latency is the largest =
latency of
any
>>>>
>>>>track.
>>>>
>>>>>>>>>>You calculate the sum of latencies only for individual =
tracks
when

>>>>>
>>>>>you
>>>>>
>>>>>>>>>e.g.
>>>>>>>>>
>>>>>>>>>>>>put several uad1 behind on the same track.
>>>>>>>>>>>
>>>>>>>>>>>>ISN'T that WHAT WE WANT ? !!!
>>>>>>>>>>>>If we don't buy this vertex we have to jump off Paris !! =
:)
>>>>>>>>>>>Regards,
>>>>>>>>>>>Dimitrios=20
>>>>>>>>>>>
>>>>>>>>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>That is what we want, but extremely high playback =
latencies will
>>=20
>> probably
>>=20
>>>>>>>>>>cause a delay between fader and mute actions and audible =
execution
>>>>
>>>>(and
>>>>
>>>>>>>>>>also
>>>>>>>>>
>>>>>>>>>>delay meters). I need to make automation decisions with =
effects
in
>>>>
>>>>place,
>>>>
>>>>>>>>>>so extremely long delays could be problematic.=20
>>>>>>>>>>Any chance we could pick from a list or assign a total =
delay?
>>>>>>>>>>Gene
>>>>>>>>>>This is exciting.
>>>>>>>>>
>>=20

I choose Polesoft Lockspam to fight spam, and you?
http://www.polesoft.com/refer.html
------=_NextPart_000_0374_01C73EE7.170A7FC0
Content-Type: text/html;

```
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2900.2180" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>ROTFL!!!!!</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV><FONT face=3DArial size=3D2>(patience gwasshoppa')</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV><FONT face=3DArial size=3D2>;o)</FONT></DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Tom Bruhl" &lt;<A=20
  href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>&gt; wrote =
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  <A href=3D"news:45b655ee@linux">news:45b655ee@linux</A>...</DIV>
  <DIV><FONT face=3DArial size=3D2>A couple of weeks?!?!  That's =
alot of=20
  latency.</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2></FONT> </DIV>
  <DIV> </DIV>
  <BLOCKQUOTE=20
  style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
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    <A =
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=20
    Jeff,<BR>This is what makes this author a nice guy ...<BR>I proposed =
it to=20
    him to be added on his vertex and he reacted in a very =
positive<BR>way=20
    improving my idea and promissing a couple of weeks for this update =
to<BR>his=20
    vertex that will include the latency compensator.<BR>Hope this=20
    helps.<BR>Regards,<BR>Dimitrios<BR>Jeff hoover &lt;<A=20
    =
href=3D"mailto:jkhoover@excite-DOT-com">jkhoover@excite-DOT-com</A>&gt;=20
```

wrote:
>So is the compensator already in the product, or do we =
have a=20
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>>>Dear =
Phil,
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>> I
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>>>meant to=20
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track
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>>Hi=20
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>>instance
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;
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!!
>>>Here is how it will=20
work...
>>>You open vertex dsp on every audio =
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>>>You can save that as a =
template=20
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>>>Now lets say you open =
on track=20
1 a plugin that has 16384 samples latency
>>>, =
you just=20
type 16384 on that vertex's instance of audio track 1=20
and
vertex
>>>takes care of the rest 31 audio =

tracks=20
to get alligned.
>>>>>Now you put a plugin on =
track 10=20
which has a latency of 16376 ,you=20
=
just
>>>>
>>>>type
>>>>
&=
gt;>>>>that=20
number on track's 10 vertex instance and so vertex takes care =
of
>>=20

>> the
>>
>>>>>rest 31 audio =
tracks=20
again meaning that it delays all other tracks in
>> =

>>=20
a
>>=20
=

>>>>way
>>>>
>>>>>that =
all=20
have this 16376 latency, menaing again that it just adds=20
12
samples
>>>>>to track 10 and lives all other =
31=20
audio tracks with same 16384=20
=
latency
>>>>
>>>>!!
>>>>
=
>>>>>Isn't=20
that clever ??
>>>>>Now you say you put a plugin =
on track=20
4 of submix 2 that has a=20
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>>>
>>>of
>>>
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your
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this is 1290 samples ,plus the 12 samples submix 2=20
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total=20
of 1302.
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and vertex will take this
>>
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>>=20

>>>>>same track to the 16384 latency situation=20
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hope=20
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>>>>>Dimitrios<B=
R>>>>>>
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>>>>>ms,
>>>&=
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>>>>>>and=20
track 20 (track 4 of submix 2) has 256 ms latency. What would =
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>> the
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=
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>>=
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=
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 >>>>>>>>&amp ;gt;>>>Regards,
>>&gt=
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    =

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 >>>>>>>&amp ;gt;>
>>=20

</BLOCKQUOTE>
  <DIV><FONT size=3D2>

I choose Polesoft Lockspam to fight spam, =
and=20
  you?
<A=20
  =

href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A>   </FONT></DIV></BLOCKQUOTE ></BODY></HTML>

------=_NextPart_000_0374_01C73EE7.170A7FC0--

Subject: Re: Author of Vertex needs some input from us to improve !!
Posted by Tom Bruhl on Tue, 23 Jan 2007 19:35:47 GMT
View Forum Message <> Reply to Message

This is a multi-part message in MIME format.

------=_NextPart_000_007E_01C73EFB.C562FA20
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

If this latency compensator shows up in two weeks I'll be floored.
I'll be surprised whenever it shows up. $45? Duh.
Tom

"DJ" <www.aarrrrggghhh!!!.com> wrote in message news:45b65d47@linux...
ROTFL!!!!!

(patience gwasshoppa')

;o)
"Tom Bruhl" <arpegio@comcast.net> wrote in message =
news:45b655ee@linux...
A couple of weeks?!?! That's alot of latency.
Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =
news:45b64aaa$1@linux...

Dear Jeff,
This is what makes this author a nice guy ...
I proposed it to him to be added on his vertex and he reacted in a =
very positive
way improving my idea and promissing a couple of weeks for this =
update to
his vertex that will include the latency compensator.
Hope this helps.
Regards,
Dimitrios
Jeff hoover <jkhoover@excite-DOT-com> wrote:

>So is the compensator already in the product, or do we have a =
timeline=20
>for it?
>
>Hoov
>
>Dimitrios wrote:
>> Great Chris !
>> Please email him too saying that you are a Paris users that has =
been informed
>> about the latency compensator !
>> Regards,
>> Dimitrios
>>=20
>> "Chris Lang" <yo@yo.yo> wrote:
>>=20
>>>That is awesome. Buying it now...
>>>
>>>Chris
>>>
>>>
>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>
>>>>Dear Phil,
>>>>You probably have read that I said allign all 31 audio tracks =
to 16376
>>=20
>> I
>>=20
>>>>meant to 16384 which already was so, so it just adds 12 =
samples to track
>>>>10.
>>>>Regards,
>>>>Dimitrios
>>>>
>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>
>>>>>Hi Phil,
>>>>>According to the author you just have to type the latency on =
the vertex
>>>>
>>>>instance
>>>>
>>>>>you are putting a plugin and then vertex takes care of the =
rest !!
>>>>>Here is how it will work...
>>>>>You open vertex dsp on every audio track on your 2 card =
system.

>>>>>You can save that as a template for further projects.
>>>>>Now lets say you open on track 1 a plugin that has 16384 =
samples latency
>>>>>, you just type 16384 on that vertex's instance of audio =
track 1 and
vertex
>>>>>takes care of the rest 31 audio tracks to get alligned.
>>>>>Now you put a plugin on track 10 which has a latency of 16376 =
,you just
>>>>
>>>>type
>>>>
>>>>>that number on track's 10 vertex instance and so vertex takes =
care of
>>=20
>> the
>>=20
>>>>>rest 31 audio tracks again meaning that it delays all other =
tracks in
>>=20
>> a
>>=20
>>>>way
>>>>
>>>>>that all have this 16376 latency, menaing again that it just =
adds 12
samples
>>>>>to track 10 and lives all other 31 audio tracks with same =
16384 latency
>>>>
>>>>!!
>>>>
>>>>>Isn't that clever ??
>>>>>Now you say you put a plugin on track 4 of submix 2 that has =
a latency
>>>
>>>of
>>>
>>>>>256 ms (you have here to translate it to samples as to have =
it on your
>>>
>>>latency
>>>
>>>>>list) this is 1290 samples ,plus the 12 samples submix 2 =
introduces
(Paris
>>>>>feature) you will have a total of 1302.
>>>>>Just type 1302 on track's 4 vertex instance and vertex will =

take this
>>=20
>> very
>>=20
>>>>>same track to the 16384 latency situation !
>>>>>This very clever delay compensator DOES not add the latencies =
but uses
>>>
>>>the
>>>
>>>>>biggest amoung all instances and alligns the rest !
>>>>>I hope this helps.
>>>>>Regards,
>>>>>Dimitrios
>>>>>
>>>>>"Phil Aiken" <asdf@asdf.sdf> wrote:
>>>>>
>>>>>>
>>>>>>I am a little unclear still....
>>>>>>For arguments sake, let's say I have a 32 track project on 2 =
cards,
>>=20
>> with
>>=20
>>>>>>plugins of various latencies...track 1 has 16384 ms. track =
10 has 16376
>>>>>
>>>>>ms,
>>>>>
>>>>>>and track 20 (track 4 of submix 2) has 256 ms latency. What =
would be
>>=20
>> the
>>=20
>>>>>>procedure with Vertex to even all tracks out across the =
project?
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>>Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:
>>>>>>
>>>>>>>OK, that's understood then -- max latency not an issue. =
Cool. And
>>=20
>> I
>>=20
>>>>>>>had an email exchange with the developer today regarding 98 =

-- he
says
>>>>>>>it shouldn't be a problem and encouraged me to try the =
demo. Which
>>>>>>>I'll do, as soon as I'm done with this batch of mixes I'm =
busy with
>>>>>>>right now (don't want to throw *anything* new into this =
system until
>>>>>>>this job is done). But, if he gets this "manual latency" =
compensator
>>>>>>>gizmo working, I'll buy just for that and for the extra =
solo and mute
>>>>>>>capability.
>>>>>>>
>>>>>>>-- thanks for keeping on top of these developments -- much =
appreciated
>>>>>>>-- chas.
>>>>>>>
>>>>>>>On 23 Jan 2007 04:25:42 +1000, "Dimitrios" =
<musurgio@otenet.gr> wrote:
>>>>>>>
>>>>>>>
>>>>>>>>Well there is no pick from the list thing.
>>>>>>>>If you read all the posts you will understand that the =
latency is
due
>>>>>
>>>>>to
>>>>>
>>>>>>>>the amount you manually type on a ceratin vertex instance =
vst plugin.
>>>>>>>>so if you put a 64 samples latent vst plugin you just type =
64=20
>>>>>
>>>>>and all other
>>>>>
>>>>>>>>audio tracks get delayed that amount !
>>>>>>>>The author just asks how much would be the maximum =
possible latency
>>>
>>>needed
>>>
>>>>>>>>because the 132000 maximum (only maximum if you will ever =
reach that
>>>>
>>>>)
>>>>
>>>>>>>>the

>>>>>>
>>>>>>>>author suggests uses 1 mb memory per vertex instance , so =
for 32
audio
>>>>>>
>>>>>>tracks
>>>>>>
>>>>>>>>with vertex 32mb will be needed, for 64 paris audio tracks =
with vertex
>>>>>>
>>>>>>64
>>>>>>
>>>>>>>>mb will be needed.
>>>>>>>>I aggree with the author's 132000 samples as maximum ,if =
you will
ever
>>>>>>
>>>>>>reach
>>>>>>
>>>>>>>>that I say again.
>>>>>>>>Normally you would never pass 1000 without uad1 plugins...
>>>>>>>>Regards,
>>>>>>>>Dimitrios
>>>>>>>>Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:
>>>>>>>
>>>>>>>>>Gene/Dimitrios:
>>>>>>>>>
>>>>>>>>>Would it even be necessary to "pick from a list" or =
"assign" total
>>>>>>>>>delay? Seems like the total delay would simply be as low =
(or as
high)
>>>>>>>>>as needed to compensate for the plugins used. (Unless =
I'm missing
>>>>>>>>>something, which is always a possibility...)
>>>>>>>>>
>>>>>>>>>As for me -- I'm still on 98, 512 ram -- could I run this =
thing
right
>>>>>>>>>now, just to compensate for EDS fx offsets, submix =
offsets, etc.?
>>>>>>>>>
>>>>>>>>>-- interested in how this turns out -- thanks -- chas.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>On 23 Jan 2007 02:54:04 +1000, "Gene Lennon"
>>>>>>>>><glennon@NOSPmyrealbox.com> wrote:
>>>>>>>>>

>>>>>>>>>
>>>>>>>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>>>>>
>>>>>>>>>>>Here is what the author wrote about his latency addon =
for vertex..!!
>>>>>>>>>>>Track 1 has a latency of 16384 samples. The same is =
true for track
>>>>>
>>>>>2.
>>>>>
>>>>>>>>>>As
>>>>>>>>>
>>>>>>>>>>>track 1 and track 2 have the same latency they are =
already in
sync,
>>>>>>
>>>>>>but
>>>>>>
>>>>>>>>>>all
>>>>>>>>>>
>>>>>>>>>>>other tracks (the remaining 46 tracks) have to be =
delayed by 16384
>>>>>
>>>>>samples,
>>>>>
>>>>>>>>>>>not 32768.
>>>>>>>>>>>
>>>>>>>>>>>Take another example: Track 1 has a plug-in with 16384 =
samples
of
>>>>
>>>>latency.
>>>>
>>>>>>>>>>>Track 2 has a plug-in with a latency of 8192 samples. =
What FaderWorks
>>>>>>>>>
>>>>>>>>>>will
>>>>>>>>>
>>>>>>>>>>>do is: Tracks 1 will pass through as it is, track 2 =
will be delayed
>>>>>>
>>>>>>by
>>>>>>
>>>>>>>>>>8192
>>>>>>>>>
>>>>>>>>>>>samples and all other tracks will be delayed by 16384 =
samples.
>>>>>>>>>>>

>>>>>>>>>>>What counts for the overall latency is the largest =
latency of
any
>>>>
>>>>track.
>>>>
>>>>>>>>>>>You calculate the sum of latencies only for individual =
tracks
when
>>>>>
>>>>>you
>>>>>
>>>>>>>>>e.g.
>>>>>>>>
>>>>>>>>>>>put several uad1 behind on the same track.
>>>>>>>>>>>
>>>>>>>>>>>ISN'T that WHAT WE WANT ? !!!
>>>>>>>>>>>If we don't buy this vertex we have to jump off Paris =
!! :)
>>>>>>>>>>>Regards,
>>>>>>>>>>>Dimitrios=20
>>>>>>>>>>>
>>>>>>>>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>That is what we want, but extremely high playback =
latencies will
>>=20
>> probably
>>=20
>>>>>>>>>>>cause a delay between fader and mute actions and audible =
execution
>>>>
>>>>(and
>>>>
>>>>>>>>>also
>>>>>>>>>
>>>>>>>>>>>delay meters). I need to make automation decisions with =
effects
in
>>>>
>>>>place,
>>>>
>>>>>>>>>>>so extremely long delays could be problematic.=20
>>>>>>>>>>>Any chance we could pick from a list or assign a total =
delay?
>>>>>>>>>>>Gene
>>>>>>>>>>>This is exciting.

>>>>>>>>>
>>=20

I choose Polesoft Lockspam to fight spam, and you?
http://www.polesoft.com/refer.html
------=_NextPart_000_007E_01C73EFB.C562FA20
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>If this latency compensator shows up in =
two weeks=20
I'll be floored.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I'll be surprised whenever it shows =
up. =20
$45? Duh.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"DJ" <<A=20
=
href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>> =
wrote in=20
message <A =
href=3D"news:45b65d47@linux">news:45b65d47@linux</A>...</DIV>
<DIV><FONT face=3DArial size=3D2>ROTFL!!!!!</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV><FONT face=3DArial size=3D2>(patience gwasshoppa')</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV><FONT face=3DArial size=3D2>;o)</FONT></DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Tom Bruhl" <<A=20
href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>> =

wrote in=20
message <A =
href=3D"news:45b655ee@linux">news:45b655ee@linux</A>...</DIV>
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<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
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<DIV>"Dimitrios" <<A=20
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wrote in=20
message <A=20
=
href=3D"news:45b64aaa$1@linux">news:45b64aaa$1@linux</A>...</DIV>
Dear=
=20
Jeff,
This is what makes this author a nice guy ...
I =
proposed it to=20
him to be added on his vertex and he reacted in a very =
positive
way=20
improving my idea and promissing a couple of weeks for this update =

to
his vertex that will include the latency =
compensator.
Hope this=20
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Regards,
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Jeff hoover <<A=20
=
href=3D"mailto:jkhoover@excite-DOT-com">jkhoover@excite-DOT-com</A>>=20
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>for =
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>> =
about the=20
latency compensator !
>> Regards,
>>=20
Dimitrios
>>
>> "Chris Lang" <<A=20
href=3D"mailto:yo@yo.yo">yo@yo.yo</A>> wrote:
>>=20

>>>That is awesome. Buying it=20
=
now...
>>>
>>>Chris
>>>
>>&g=
t;
>>>"Dimitrios"=20
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>>>
>>>Dear=20

Phil,
>>>>You probably have read that I said allign =
all 31=20
audio tracks to 16376
>>
>> I
>>=20

>>>>meant to 16384 which already was so, so it =
just adds=20
12 samples to=20
=
track
>>>>10.
>>>>Regards,
>>>&=
gt;Dimitrios
>>>>
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>>>>>According to the author you just have =
to type=20
the latency on the=20
=
vertex
>>>>
>>>>instance
>>>&gt=
;
>>>>>you=20
are putting a plugin and then vertex takes care of the rest=20
!!
>>>>>Here is how it will=20
work...
>>>>>You open vertex dsp on every audio =
track on=20
your 2 card system.
>>>>>You can save that as a =
template=20
for further projects.
>>>>>Now lets say you open =
on=20
track 1 a plugin that has 16384 samples =
latency
>>>>>,=20
you just type 16384 on that vertex's instance of audio track 1=20
and
vertex
>>>>>takes care of the rest 31 =
audio=20
tracks to get alligned.
>>>>>Now you put a =
plugin on=20
track 10 which has a latency of 16376 ,you=20
=
just
>>>>
>>>>type
>>>>
&=
gt;>>>>that=20
number on track's 10 vertex instance and so vertex takes care=20
of
>>
>> the
>> =

>>>>>rest=20
31 audio tracks again meaning that it delays all other tracks=20
in
>>
>> a
>>=20
=

>>>>way
>>>>
>>>>>that=20
all have this 16376 latency, menaing again that it just adds=20
12
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=
latency
>>>>
>>>>!!
>>>>
=
>>>>>Isn't=20
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>>>>>Now you say you put a plugin =
on=20
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=
latency
>>>
>>>of
>>>
>>>=
>>256=20
ms (you have here to translate it to samples as to have it on=20
=
your
>>>
>>>latency
>>>
>>&g=
t;>list)=20
this is 1290 samples ,plus the 12 samples submix 2=20
introduces
(Paris
>>>>>feature) you will have =
a total=20
of 1302.
>>>>>Just type 1302 on track's 4 vertex =

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>>
>>=20
very
>>
>>>>>same track to the 16384 =
latency=20
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>>>>>This very clever delay =
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=
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>>>>>Dimitrios<B=
R>>>>>>
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>>>>>
>>>>>>
>>&gt=
;>>>I=20
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arguments=20
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>>=20

>> with
>>
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of=20
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=
16376
>>>>>
>>>>ms,
>>>&=
gt;>
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>>
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>>=20

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=
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>>>>>>
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=
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>>>>>>> <BR=
> >>>>>>&amp ;gt;Well=20
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 >>>>>>&amp ;gt;If you read all the =
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>>>>>
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>>>>>
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=
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>>>>>>
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>>>>>>
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=
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>>>>>>
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gt;>>>>
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>>=
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=
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>>>>
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>>=
>>
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=
FaderWorks
 >>>>>>>&amp ;gt;
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several uad1 behind on the same=20
=
track.
 >>>>>>>&amp ;gt;>>>
>>>&gt=
;>>>>>>ISN 'T=20
that WHAT WE WANT ? =
!!!
 >>>>>>>&amp ;gt;>>>If=20
we don't buy this vertex we have to jump off Paris !!=20
=
:)
 >>>>>>>&amp ;gt;>>>Regards,
>>&gt=
;>>>>>>&am p;gt;Dimitrios=20
=

 >>>>>>>&amp ;gt;>>>
>>>>>&=
gt;>>>>>>"Dimitrios"=20
<A =

href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20
=
wrote:
 >>>>>>>>&amp ;gt;>>>
>>>&gt=
;>>>>>>>
 >>>>>>>>&amp ;gt;>>That=
=20
is what we want, but extremely high playback latencies =
will
>>=20

>> probably
>>=20

 >>>>>>>>&amp ;gt;>>cause a delay between =
fader=20
and mute actions and audible=20
=
execution
>>>>
>>>>(and
>>>>=

 >>>>>>>>&amp ;gt;also
 >>>>>>>&amp ;=
gt;
 >>>>>>>>&amp ;gt;>>delay=20
meters). I need to make automation decisions with=20
=
effects
in
>>>>
>>>>place,
>>&g=
t;>
 >>>>>>>>&amp ;gt;>>so=20
extremely long delays could be problematic.=20

 >>>>>>>>&amp ;gt;>>Any chance we could =
pick from=20
a list or assign a total=20
=
delay?
 >>>>>>>&amp ;gt;>>Gene
>>>&gt=
;>>>>>This=20
is exciting.
 >>>>>>>&amp ;gt;>
>>=20

</BLOCKQUOTE>
<DIV><FONT size=3D2>

I choose Polesoft Lockspam to fight =
spam, and=20
you?
<A=20
=
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A>   </FONT></DIV></BLOCKQUOTE ></BLOCKQUOTE></BODY>=
</HTML>

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