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Subject: Faderworks beta works fantastic !  
Posted by [Dimitrios](#) on Sun, 20 Apr 2008 09:20:16 GMT  
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I tried the beta1 and it is marvelous.  
It holds 64 presets with latencies so you can just click the on button anytime  
you load the plugin...  
Regards,  
Dimitrios

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Subject: Re: Faderworks beta works fantastic !  
Posted by [Tom Bruhl](#) on Sun, 20 Apr 2008 16:49:56 GMT  
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This is a multi-part message in MIME format.

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

Hey Dimitros,  
This is great. I can't wait for the release !!!

Now we need the latency list for both 44.1 & 48K to  
cover our presets across the board. UADs included. I know Rod  
has the UAD thing down.

As I understand it, this makes Sampleslide unnecessary right?  
Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =  
news:480b0ad0\$1@linux...

I tried the beta1 and it is marvelous.  
It holds 64 presets with latencies so you can just click the on button =  
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I choose Polesoft Lockspam to fight spam, and you?  
<http://www.polesoft.com/refer.html>

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<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Hey Dimitros,</FONT></DIV>
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  href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt; wrote in =
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Subject: Re: Faderworks beta works fantastic !  
Posted by [JeffH](#) on Sun, 20 Apr 2008 16:50:21 GMT  
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Dimitrios

How does this function with plugins inside a wrapper, for example  
autotune wrapped inside FFX4?

JH

wrote:

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---

Subject: Faderworks explained !!!  
Posted by [Dimitrios](#) on Mon, 21 Apr 2008 16:05:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

OK

I thought I already explained but maybe I did not use the right words for  
it :)

You put faderworks on one of the native slots (you have four right?)  
I put it on the first one.  
Then whatever you put on other slots it does not matter because faderworks  
always does what is supposed to do.

Tom, yes why should you use sampleslide when Faderworks has been written  
to do this for us only BETTER !

1. You put faderworks 1in/1out on every Paris audio track.
2. If you wanna use a stereo pair of tracks the put the 2in/2out faderworks.
3. I made a Default project with 64 (4 cards) faderworks instances already  
loaded so no hassle thereafter...

4. If you make a list with plugins and latencies (64 for now is more than enough) these will be remembered with every new project.

Just remember to have the button in the OFF state.

5. Even if you use FFX4 and/or chainer or other wrapper on other slots faderworks will do whatever is asked to do.

6 HERE IS HOW IT ACTUALLY WORKS:

The default status of the plugin is to ignore the latency status for the track you are putting the plugin.

For instance.

A. You put a waves revox on track 1 on slot two either standalone or from within the FFX4 or chainer...

Now the actual latency this plugin introduces is 64 samples.

That MEANS that all other Paris audio tracks are 64 samples ahead of track 1 or if you like, track 1 is 64 sample latent.

NOW having in mind that you have put Faderworks on every track then BY JUST pushing the ON button track 1 of the Waves revox preset then Faderworks DELAYS all other Paris audio tracks by 64 samples LEAVING intact the audio track 1 for which faderworks ignores the latency.

OVERALL latency is displayed on every track too !!

It even subtracts latency !!!!

So by putting a waves rencomp (64 samples) on track 2 that does NOT mean that faderworks will delay all others again by 64 samples !!, thus overall latency WILL REMAIN at 64 samples, ONLY track 2 which was already 64 samples latent because of track 1 now faderworks just SUBTRACTS that 64 samples for this track !!

Anyone understood what I typed in here ? :)

Regards,  
Dimitrios

eff H <jkhoover@excite.com> wrote:

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Subject: Re: Faderworks explained !!!

Posted by [JeffH](#) on Mon, 21 Apr 2008 16:59:33 GMT

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---

Dimitrios,

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---

Subject: Re: Faderworks explained !!!

Posted by [kerryg](#) on Mon, 21 Apr 2008 17:33:08 GMT

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If I've understood correctly, I don't think Faderworks is detecting anything. I think it relies on user input - \*you\* tell it what the latencies are. It's up to you (or other users - we need a database on the Wiki) to derive the latency. For example, you type in "Renaissance EQ" and then type "64" for latency. If you tell it the number is 97, it would use that instead.

Am I understanding that correctly, Dimitrios?

- Kerry

On 4/21/08 9:59 AM, in article 480ccaa6@linux, "Jeff H" <jkhoover@excite.com> wrote:

> Dimitrios,

>

> I was just wondering how Faderworks knew what was inside the wrapper so  
> it knows not to delay track 1 the 64 samples (I assume there was still a  
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---

Subject: Re: Faderworks explained !!!  
Posted by [kerryg](#) on Mon, 21 Apr 2008 17:49:18 GMT  
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---

Dimitrios -

I set up a latency page at the Wiki with you (and FaderWorks) especially in mind -

<http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=Nativ eLatencyDatabase>

If you feel like sharing your list, just throw anything you have up there and I'll take care of tidying/formatting.



:D

- Kerry

On 4/21/08 9:05 AM, in article 480cbb3a\$1@linux, "Dimitrios"  
<musurgio@otenet.gr> wrote:

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> OK  
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Posted by [Tom Bruhl](#) on Mon, 21 Apr 2008 23:19:18 GMT  
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Dimitrios,  
This all makes sense. Thank you for that. Now do the  
Paris automation lines still work on plugins that are being  
compensated for with Faderworks or is the gui screwy?  
Meaning the time is offset?

When using stereo instances of Faderworks do you actually  
hit the 'Stereo X box" in the Paris plugin gui or assign another  
mono instance for the adjacent channel? This has caused trouble=20  
in my experience with mono/stereo combinations and Paris.

Thanks for your answers and when should it be available?  
I'm ready!

Tom=20

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Subject: Re: Faderworks explained !!!  
Posted by [Dimitrios](#) on Wed, 23 Apr 2008 11:41:34 GMT  
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---

Dear Tom,  
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So the automation could be made before doing any faderworks job and then  
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Subject: Re: Faderworks explained !!!  
Posted by [Tom Bruhl](#) on Wed, 23 Apr 2008 18:37:28 GMT  
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---

This is a multi-part message in MIME format.

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

It has been released today. =20

Get it while it's hot!

Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =  
news:480f206e\$1@linux...

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><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
spam, =3D
>and=3D20
>you?<BR><A=3D20
=
>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
>.html</A> </FONT></DIV></BODY></HTML>
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>
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Content-Transfer-Encoding: quoted-printable
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</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Get it while it's hot!</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
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href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt; wrote in =
message=20
<A =
href=3D"news:480f206e$1 @linux">news:480f206e$1 @linux</A>...</DIV><BR>Dear=
=20
```

Tom, <BR>This is just a plugin so the latencies are just added =  
after all. <BR>So =  
the automation could be made before doing any faderworks job and =  
then <BR>after =  
putting all plugins with their latencies you just look at the =  
overall <BR>latency and offset the automation for that amount. <BR>I =  
don't know =  
when this will be released... <BR>Regards, <BR>Dimitrios <BR><BR>"Tom =  
Bruhl" =  
&lt;<A href="mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt; =

wrote: <BR>&gt;<BR>&gt;<BR>&gt; Dimitrios, <BR>&gt;&gt; This all makes =  
sense. &nbsp; =  
Thank you for that. &nbsp; Now do the <BR>&gt; Paris automation lines =  
still work =  
on plugins that are being <BR>&gt; compensated for with Faderworks or is =  
the gui =  
screwy? <BR>&gt; Meaning the time is offset? <BR>&gt;<BR>&gt; When using =  
stereo =  
instances of Faderworks do you actually <BR>&gt; hit the 'Stereo X box" =  
in the =  
Paris plugin gui or assign another <BR>&gt; mono instance for the =  
adjacent =  
channel? &nbsp; This has caused trouble = <BR>&gt; in my experience =  
with =  
mono/stereo combinations and Paris. <BR>&gt;<BR>&gt; Thanks for your =  
answers and =  
when should it be available? <BR>&gt; I'm =  
ready! <BR>&gt;<BR>&gt; Tom = <BR>&gt;<BR>&gt;&nbsp; "Dimitrios" =  
&lt;<A href="mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt; wrote in =  
message =  
= <BR>&gt; news:480cbb3a\$1@linux... <BR>&gt;<BR>&gt;&nbsp; =  
OK <BR>&gt;&nbsp; I =  
thought I already explained but maybe I did not use the right =  
words <BR>= <BR>&gt; for <BR>&gt;&nbsp; it :) <BR>&gt;<BR>&gt;&nbsp; You =  
put =  
faderworks on one of the native slots (you have four =  
right?) <BR>&gt;&nbsp; I =  
put it on the first one. <BR>&gt;&nbsp; Then whatever you put on other =  
slots it =  
does not matter because = <BR>&gt; faderworks <BR>&gt;&nbsp; always =  
does what is =  
supposed to do. <BR>&gt;<BR>&gt;&nbsp; Tom, yes why should you use =  
sampleslide =  
when Faderworks has been = <BR>&gt; written <BR>&gt;&nbsp; to do this =  
for us only =  
BETTER ! <BR>&gt;<BR>&gt;&nbsp; 1. You put faderworks 1in/1out on every =

Paris=20  
 audio track.<BR>&gt;&nbsp; 2. If you wanna use a stereo pair of tracks =  
 the put=20  
 the 2in/2out =3D<BR>&gt;faderworks.<BR>&gt;&nbsp; 3. I made a Default =  
 project=20  
 with 64 (4 cards) faderworks instances =  
 =3D<BR>&gt;already<BR>&gt;&nbsp; loaded=20  
 so no hassle thereafter...<BR>&gt;&nbsp; 4. If you make a list with =  
 plugins=20  
 and latencies (64 for now is more =3D<BR>&gt;than<BR>&gt;&nbsp; =  
 enough) these=20  
 will be remembered with every new project.<BR>&gt;&nbsp; Just remember =  
 to have=20  
 the button in the OFF state.<BR>&gt;&nbsp; 5. Even if you use FFX4 =  
 and/or=20  
 chainer or other wrpper on other =  
 slots<BR>=3D<BR>&gt;faderworks<BR>&gt;&nbsp;=20  
 will do whatever is asked to do.<BR>&gt;&nbsp; 6 HERE IS HOW IT =  
 ACTUALLY=20  
 WORKS:<BR>&gt;&nbsp; The default status of the plugin is&nbsp; to =  
 ignore the=20  
 latency status for<BR>=3D<BR>&gt;the<BR>&gt;&nbsp; track you are =  
 putting the=20  
 plugin.<BR>&gt;&nbsp; For instance.<BR>&gt;<BR>&gt;&nbsp; A. You put a =  
 waves=20  
 revox on track 1 on slot two either standalone=20  
 or<BR>=3D<BR>&gt;from<BR>&gt;&nbsp; withing the FFX4 or =  
 chainer...<BR>&gt;&nbsp;=20  
 Now the actual latency this plugin introduces is 64 =  
 samples.<BR>&gt;&nbsp;=20  
 That MEANS that all other Paris audio tracks are 64 samples ahead of=20  
 =3D<BR>&gt;track<BR>&gt;&nbsp; 1 or if you like ,track 1 is 64 sample=20  
 latent.<BR>&gt;&nbsp; NOW having in mind that you have put Faderworks =  
 on every=20  
 track then BY<BR>=3D<BR>&gt;JUST<BR>&gt;&nbsp; pushing the ON button =  
 track 1 of=20  
 the Waves revox preset then =3D<BR>&gt;Faderworks<BR>&gt;&nbsp; =  
 DELAYS all=20  
 other Paris audio tracks by 64 samples LEAVING intact the=20  
 =3D<BR>&gt;audio<BR>&gt;&nbsp; track 1 for which faderworks ignores =  
 the=20  
 latency.<BR>&gt;&nbsp; OVERALL latency is displayed on every track too =  
 !!<BR>&gt;&nbsp; It even substract latency !!!!<BR>&gt;&nbsp; So by =  
 putting a=20  
 waves rencomp (64 samples) on track 2 that does NOT=20  
 =3D<BR>&gt;mean<BR>&gt;&nbsp; that faderworks will delay all others =  
 again by 64=20

samples !! , thus =3D<BR>&gt;overall<BR>&gt;&nbsp; latency WILL REMAIN =  
at 64=20  
samples, ONLY track 2 which was already 64 =  
=3D<BR>&gt;samples<BR>&gt;&nbsp;=20  
latent because of track 1 now faderworks just SUBTRACTS that 64=20  
=3D<BR>&gt;samples<BR>&gt;&nbsp; for this track =  
!!<BR>&gt;<BR>&gt;&nbsp; Anyone=20  
understood what I typed in here ? :)<BR>&gt;&nbsp; =  
Regards,<BR>&gt;&nbsp;=20  
Dimitrios=3D20<BR>&gt;<BR>&gt;&nbsp; eff H &lt;<A=20  
href=3D"mailto:jkhoover@excite.com">jkhoover@excite.com</A>&gt;=20  
wrote:<BR>&gt;&nbsp; &gt;Dimitrios<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; =  
&gt;How=20  
does this function with plugins inside a wrapper, for =  
example=3D20<BR>&gt;&nbsp;=20  
&gt;autotune wrapped inside FFX4?<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp;=20  
&gt;JH<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;wrote:<BR>&gt;&nbsp; =  
&gt;&gt; I=20  
tried the beta1 and it is marvelous.<BR>&gt;&nbsp; &gt;&gt; It holds =  
64=20  
presets with latencies so you can just click the on=20  
=3D<BR>&gt;button<BR>&gt;&nbsp; anytime<BR>&gt;&nbsp; &gt;&gt; you =  
load the=20  
plugin...<BR>&gt;&nbsp; &gt;&gt; Regards,<BR>&gt;&nbsp; &gt;&gt;=20  
Dimitrios<BR>&gt;<BR>&gt;<BR>&gt;<BR>&gt;I choose Polesoft Lockspam to =  
fight=20  
spam, and you?<BR>&gt;http://www.polesoft.com/refer.html&nbsp;&nbsp;=20  
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size=3D3D2&gt;Dimitrios,&lt;/FONT&gt;&lt;/DI V&gt; <BR>&gt;&lt;DIV&gt;&lt;F=  
ONT=20  
face=3D3DArial size=3D3D2&gt;This all makes sense.&nbsp; Thank you=20  
=3D<BR>&gt;for=3D20<BR>&gt;that.&nbsp; Now do=20  
the&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT face=3D3DArial =  
  
size=3D3D2&gt;Paris automation lines still work on =3D<BR>&gt;plugins=20  
that=3D20<BR>&gt;are =  
being&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT=20  
face=3D3DArial size=3D3D2&gt;compensated for with Faderworks or is =

=3D<BR>&gt;the=20  
=  
gui=3D20<BR>&gt;screwey?&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&lt;/DIV&gt;&lt;/F=  
ONT=20  
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=3D<BR>&gt;offset?&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&lt;/DIV&gt;&lt;/FONT =  
  
face=3D3DArial size=3D3D2&gt;&lt;/FONT&gt; =  
&lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT=20  
face=3D3DArial size=3D3D2&gt;When using stereo instances of =  
=3D<BR>&gt;Faderworks do=20  
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you=3D20<BR>&gt;actually&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&lt;/DIV&gt;&lt;/F=  
ONT=20  
face=3D3DArial size=3D3D2&gt;hit the 'Stereo X box" in the Paris =  
=3D<BR>&gt;plugin=20  
gui or=3D20<BR>&gt;assign=20  
another&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT =  
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size=3D3D2&gt;mono instance for the adjacent =3D<BR>&gt;channel?&nbsp;= =  
  
This=3D20<BR>&gt;has caused trouble=20  
&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT face=3D3DArial=20  
size=3D3D2&gt;in my experience &lt;/FONT&gt;&lt;/FONT=20  
=3D<BR>&gt;face=3D3DArial=3D20<BR>&gt;size=3D3D2&gt;with mono/stereo =  
combinations and=20  
Paris.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT =  
face=3D3DArial=20  
size=3D3D2&gt;&lt;/FONT&gt; &lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT =  
face=3D3DArial=20  
size=3D3D2&gt;Thanks for your answers and when should<BR>=3D<BR>&gt;it =  
  
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be=3D20<BR>&gt;available?&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&lt;/DIV&gt;&lt;/F=  
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face=3D3DArial size=3D3D2&gt;I'm=20  
ready!&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT =  
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size=3D3D2&gt;&lt;/FONT&gt; &lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT =  
face=3D3DArial=20  
size=3D3D2&gt;Tom &lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT =  
  
face=3D3DArial size=3D3D2&gt;&lt;/FONT&gt;=20  
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&lt;/DIV&gt;<BR>&gt;&lt;/BLOCKQUOTE=3D20<BR >&gt;style=3D3D"PADDING-RIGHT: =  
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2px solid;=20



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&lt;&lt;A=3D20<BR>&gt;&nbsp; href=3D3D"<A=20  
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&lt;&lt;BR&gt;&lt;OK&lt;B</A>=3D<BR>&gt;&lt;R&gt;&lt;l=3D20 <BR>&gt;&nbsp;=20  
thought I already explained but maybe I did not use the right words=20  
=3D<BR>&gt;&lt;for&lt;BR&gt;&lt;it=3D20<BR>&gt;&nbsp; =  
)&lt;BR&gt;&lt;&lt;BR&gt;&lt;You put=20  
faderworks on one of the native slots (you have=20  
four<BR>=3D<BR>&gt;<BR>&gt;&nbsp; right?)&lt;BR&gt;&lt;l put it on the =  
first=20  
one.&lt;BR&gt;&lt;Then whatever you put on =3D<BR>&gt;&lt;other =  
slots=3D20<BR>&gt;&nbsp;=20  
it does not matter because faderworks&lt;BR&gt;&lt;always does what is=20  
supposed<BR>=3D<BR>&gt;&lt;to=3D20<BR>&gt;&nbsp; =  
do.&lt;BR&gt;&lt;&lt;BR&gt;&lt;Tom, yes why=20  
should you use sampleslide when Faderworks=20  
has<BR>=3D<BR>&gt;&lt;been=3D20<BR>&gt;&nbsp; written&lt;BR&gt;&lt;to do this =  
for us only=20  
BETTER !&lt;BR&gt;&lt;&lt;BR&gt;&lt;1. You put =  
=3D<BR>&gt;&lt;faderworks=3D20<BR>&gt;&nbsp;=20  
1in/1out on every Paris audio track.&lt;BR&gt;&lt;2. If you wanna use a =  
stereo=20  
=3D<BR>&gt;&lt;pair of=3D20<BR>&gt;&nbsp; tracks the put the 2in/2out=20  
faderworks.&lt;BR&gt;&lt;3. I made a Default project<BR>=3D<BR>&gt;&lt;with=20  
64=3D20<BR>&gt;&nbsp; (4 cards) faderworks instances =  
already&lt;BR&gt;&lt;loaded so=20  
no hassle=3D20<BR>&gt;&nbsp; thereafter...&lt;BR&gt;&lt;4. If you make a =  
list with=20  
plugins and latencies (64<BR>=3D<BR>&gt;&lt;for now=3D20<BR>&gt;&nbsp; is =  
more=20  
than&lt;BR&gt;&lt;enough) these will be remembered with every =  
new=3D20<BR>&gt;&nbsp;=20  
project.&lt;BR&gt;&lt;Just remember to have the button in the OFF=20  
state.&lt;BR&gt;&lt;5. =3D<BR>&gt;&lt;Even if=3D20<BR>&gt;&nbsp; you use FFX4 =  
and/or=20  
chainer or other wrpper on other slots=20  
=3D<BR>&gt;&lt;faderworks&lt;BR&gt;&lt;will=3D20<BR>&gt;&nbsp; do whatever is =  
asked to=20  
do.&lt;BR&gt;&lt;6 HERE IS HOW IT ACTUALLY=20  
WORKS:&lt;BR&gt;&lt;The<BR>=3D<BR>&gt;&lt;default=3D20 <BR>&gt;&nbsp; status of =  
the plugin=20

is to ignore the latency status for=20  
 =3D<BR>&gt;the<BR>&gt;track=3D20<BR>&gt;&nbsp; you are putting the=20  
 plugin.<BR>&gt;For instance.<BR>&gt;&lt;BR>&gt;A. You put a=20  
 waves<BR>=3D<BR>&gt;renvox=3D20<BR>&gt;&nbsp; on track 1 on slot two =  
 either=20  
 standalone or from<BR>&gt;withing the FFX4 =  
 =3D<BR>&gt;or=3D20<BR>&gt;&nbsp;=20  
 chainer...<BR>&gt;Now the actual latency this plugin introduces is=20  
 64=3D20<BR>&gt;&nbsp; samples.<BR>&gt;That MEANS that all other =  
 Paris audio=20  
 tracks are 64 =3D<BR>&gt;samples ahead=3D20<BR>&gt;&nbsp; of =  
 track<BR>&gt;1 or=20  
 if you like ,track 1 is 64 sample latent.<BR>&gt;NOW =  
 =3D<BR>&gt;having=20  
 in=3D20<BR>&gt;&nbsp; mind that you have put Faderworks on every track =  
 then BY=20  
 =3D<BR>&gt;JUST<BR>&gt;pushing the=3D20<BR>&gt;&nbsp; ON button =  
 track 1 of the=20  
 Waves renvox preset then=20  
 Faderworks<BR>&gt;DELAYS<BR>=3D<BR>&gt;all=3D20 <BR>&gt;&nbsp; other =  
 Paris audio=20  
 tracks by 64 samples LEAVING intact the =  
 =3D<BR>&gt;audio<BR>&gt;track 1=20  
 for=3D20<BR>&gt;&nbsp; which faderworks ignores the =  
 latency.<BR>&gt;OVERALL=20  
 latency is displayed<BR>=3D<BR>&gt;on every=3D20<BR>&gt;&nbsp; track =  
 too=20  
 !!<BR>&gt;It even substract latency !!!!<BR>&gt;So by putting a=20  
 =3D<BR>&gt;waves=3D20<BR>&gt;&nbsp; rencomp (64 samples) on track 2 =  
 that does NOT=20  
 mean<BR>&gt;that faderworks<BR>=3D<BR>&gt;will=3D20<BR>&gt;&nbsp; =  
 delay all=20  
 others again by 64 samples !! , thus overall<BR>&gt;latency=20  
 WILL<BR>=3D<BR>&gt;REMAIN=3D20<BR>&gt;&nbsp; at 64 samples, ONLY track =  
 2 which was=20  
 already 64 samples<BR>&gt;latent =3D<BR>&gt;because =  
 of=3D20<BR>&gt;&nbsp; track=20  
 1 now faderworks just SUBTRACTS that 64 samples<BR>&gt;for this=20  
 =3D<BR>&gt;track=3D20<BR>&gt;&nbsp; !!<BR>&gt;&lt;BR>&gt;Anyone =  
 understood what l=20  
 typed in here ?=20  
 =3D<BR>&gt; &gt;)<BR>&gt;Regards,<BR>&gt;Dimitr ios=3D20 <BR>&gt;&nbsp;=20  
 &lt;BR>&gt;&lt;BR>&gt;eff H &lt;&lt;A=3D20<BR>&gt;&nbsp; href=3D3D"<A=20  
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 :jkhoover@excite.com"&gt;jkhoover@excite.com</A>&gt;=3D20</A><BR>&gt;&g  
 t;&nbsp;=20  
 wrote:<BR>&gt;&gt;Dimitrios<BR>&gt;& amp;gt;&lt;BR>&gt;&gt;How does this =

function with =3D<BR>&gt;plugins=3D20<BR>&gt;&nbsp; inside a wrapper, =  
for example=20  
&lt;BR&gt;&gt;autotune wrapped inside=3D20<BR>&gt;&nbsp;=20  
=  
FFX4?&lt;BR&gt;&gt;&lt;BR&gt;&gt;JH& amp;lt;BR&gt;&gt;&lt;BR&gt;&gt;wrote:& am p;lt;=  
BR&gt;&gt;&gt;=20  
I tried the =3D<BR>&gt;beta1=3D20<BR>&gt;&nbsp; and it is=20  
marvelous.&lt;BR&gt;&gt;&gt; It holds 64 presets with latencies so=20  
=3D<BR>&gt;you can=3D20<BR>&gt;&nbsp; just click the on=20  
button&lt;BR&gt;&gt;anytime&lt;BR&gt;&gt;& am p;gt; you load =  
the=3D20<BR>&gt;&nbsp;=20  
plugin...&lt;BR&gt;&gt;&gt; Regards,&lt;BR&gt;&gt;&gt;=20  
Dimitrios&lt;BR&gt;&lt;/BLOCKQUOTE&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT=20  
size=3D3D2&gt;&lt;BR&gt;&lt;BR&gt;I choose Polesoft Lockspam to fight =  
spam,=20  
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=3D<BR>&gt;and=3D20<BR>&gt;you?&lt;BR&gt;&lt;/A=3D20 <BR>&gt;href=3D3D" <A=20  
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---

**Subject: Re: Faderworks explained !!!**  
**Posted by Tom Bruhl on Wed, 23 Apr 2008 18:41:18 GMT**  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a multi-part message in MIME format.

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

D.,

How do you offset the automation after it's been written?

The king of stupid questions.

Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =  
news:480f206e\$1@linux...

Dear Tom,  
This is just a plugin so the latencies are just added afterall.  
So the automation could be made before doing any faderworks job and =  
then  
after putting all plugins with their latencies you just look at the =  
overall  
latency and offset the automation for that amount.  
I don't know when this will be released...  
Regards,  
Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>  
>  
>Dimitrios,  
>This all makes sense. Thank you for that. Now do the  
>Paris automation lines still work on plugins that are being  
>compensated for with Faderworks or is the gui screwy?  
>Meaning the time is offset?  
>  
>When using stereo instances of Faderworks do you actually  
>hit the 'Stereo X box" in the Paris plugin gui or assign another  
>mono instance for the adjacent channel? This has caused trouble=3D20  
>in my experience with mono/stereo combinations and Paris.  
>  
>Thanks for your answers and when should it be available?  
>I'm ready!  
>  
>Tom=3D20  
>  
> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D  
>news:480cbb3a\$1@linux...  
>  
> OK  
> I thought I already explained but maybe I did not use the right =  
words  
=3D  
>for  
> it :)  
>  
> You put faderworks on one of the native slots (you have four =  
right?)  
> I put it on the first one.

> Then whatever you put on other slots it does not matter because =3D  
>faderworks  
> always does what is supposed to do.  
>  
> Tom, yes why should you use sampleslide when Faderworks has been =  
=3D  
>written  
> to do this for us only BETTER !  
>  
> 1. You put faderworks 1in/1out on every Paris audio track.  
> 2. If you wanna use a stereo pair of tracks the put the 2in/2out =  
=3D  
>faderworks.  
> 3. I made a Default project with 64 (4 cards) faderworks instances =  
=3D  
>already  
> loaded so no hassle thereafter...  
> 4. If you make a list with plugins and latencies (64 for now is =  
more =3D  
>than  
> enough) these will be remembered with every new project.  
> Just remember to have the button in the OFF state.  
> 5. Even if you use FFX4 and/or chainer or other wrpper on other =  
slots  
=3D  
>faderworks  
> will do whatever is asked to do.  
> 6 HERE IS HOW IT ACTUALLY WORKS:  
> The default status of the plugin is to ignore the latency status =  
for  
=3D  
>the  
> track you are putting the plugin.  
> For instance.  
>  
> A. You put a waves renox on track 1 on slot two either standalone =  
or  
=3D  
>from  
> withing the FFX4 or chainer...  
> Now the actual latency this plugin introduces is 64 samples.  
> That MEANS that all other Paris audio tracks are 64 samples ahead =  
of =3D  
>track  
> 1 or if you like ,track 1 is 64 sample latent.  
> NOW having in mind that you have put Faderworks on every track then =  
BY  
=3D

>JUST  
> pushing the ON button track 1 of the Waves revox preset then =3D  
>Faderworks  
> DELAYS all other Paris audio tracks by 64 samples LEAVING intact =  
the =3D  
>audio  
> track 1 for which faderworks ignores the latency.  
> OVERALL latency is displayed on every track too !!  
> It even substract latency !!!!  
> So by putting a waves rencomp (64 samples) on track 2 that does NOT =  
=3D  
>mean  
> that faderworks will delay all others again by 64 samples !! , thus =  
=3D  
>overall  
> latency WILL REMAIN at 64 samples, ONLY track 2 which was already =  
64 =3D  
>samples  
> latent because of track 1 now faderworks just SUBTRACTS that 64 =  
=3D  
>samples  
> for this track !!  
>  
> Anyone understood what I typed in here ? :)  
> Regards,  
> Dimitrios=3D20  
>  
> eff H <jkhoover@excite.com> wrote:  
> >Dimitrios  
> >  
> >How does this function with plugins inside a wrapper, for =  
example=3D20  
> >autotune wrapped inside FFX4?  
> >  
> >JH  
> >  
> >wrote:  
> >> I tried the beta1 and it is marvelous.  
> >> It holds 64 presets with latencies so you can just click the on =  
=3D  
>button  
> anytime  
> >> you load the plugin...  
> >> Regards,  
> >> Dimitrios  
>  
>  
>

```

>I choose Polesoft Lockspam to fight spam, and you?
>http://www.polesoft.com/refer.html =20
>
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><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>This all makes sense. Thank you =
=3D
>for=3D20
>that. Now do the</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>Paris automation lines still =
work on =3D
>plugins that=3D20
>are being</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>compensated for with Faderworks =
or is =3D
>the gui=3D20
>screwey?</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>Meaning the time is =3D
>offset?</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>When using stereo instances of =
=3D
>Faderworks do you=3D20
>actually</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>hit the 'Stereo X box" in the =
Paris =3D
>plugin gui or=3D20
>assign another</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>mono instance for the adjacent =
=3D
>channel? This=3D20
>has caused trouble </FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>in my experience </FONT><FONT =
=3D
>face=3D3DArial=3D20
>size=3D3D2>with mono/stereo combinations and Paris.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>Thanks for your answers and when =
should
=3D
>it be=3D20

```

```

>available?</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>I'm ready!</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>Tom </FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><BLOCKQUOTE=3D20
>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Dimitrios" <<A=3D20
> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote =
in =3D
>message=3D20
> <A =3D
=
>href=3D3D"news:480cbb3a$1 @linux">news:480cbb3a$1 @linux</A>...</DIV><BR>O=
K<B=3D
>R>I=3D20
> thought I already explained but maybe I did not use the right words =
=3D
>for<BR>it=3D20
> :)<BR><BR>You put faderworks on one of the native slots (you have =
four
=3D
>
> right?)<BR>I put it on the first one.<BR>Then whatever you put on =
=3D
>other slots=3D20
> it does not matter because faderworks<BR>always does what is =
supposed
=3D
>to=3D20
> do.<BR><BR>Tom, yes why should you use sampleslide when Faderworks =
has
=3D
>been=3D20
> written<BR>to do this for us only BETTER !<BR><BR>1. You put =3D
>faderworks=3D20
> 1in/1out on every Paris audio track.<BR>2. If you wanna use a =
stereo =3D
>pair of=3D20
> tracks the put the 2in/2out faderworks.<BR>3. I made a Default =
project
=3D
>with 64=3D20
> (4 cards) faderworks instances already<BR>loaded so no hassle=3D20
> thereafter...<BR>4. If you make a list with plugins and latencies =
(64

```



=3D  
>for now=3D20  
> is more than<BR>enough) these will be remembered with every =  
new=3D20  
> project.<BR>Just remember to have the button in the OFF =  
state.<BR>5. =3D  
>Even if=3D20  
> you use FFX4 and/or chainer or other wrpper on other slots =3D  
>faderworks<BR>will=3D20  
> do whatever is asked to do.<BR>6 HERE IS HOW IT ACTUALLY =  
WORKS:<BR>The  
=3D  
>default=3D20  
> status of the plugin is to ignore the latency status for =3D  
>the<BR>track=3D20  
> you are putting the plugin.<BR>For instance.<BR><BR>A. You put a =  
waves  
=3D  
>renvox=3D20  
> on track 1 on slot two either standalone or from<BR>withing the =  
FFX4 =3D  
>or=3D20  
> chainer...<BR>Now the actual latency this plugin introduces is =  
64=3D20  
> samples.<BR>That MEANS that all other Paris audio tracks are 64 =3D  
>samples ahead=3D20  
> of track<BR>1 or if you like ,track 1 is 64 sample latent.<BR>NOW =  
=3D  
>having in=3D20  
> mind that you have put Faderworks on every track then BY =3D  
>JUST<BR>pushing the=3D20  
> ON button track 1 of the Waves renvox preset then =  
Faderworks<BR>DELAYS  
=3D  
>all=3D20  
> other Paris audio tracks by 64 samples LEAVING intact the =3D  
>audio<BR>track 1 for=3D20  
> which faderworks ignores the latency.<BR>OVERALL latency is =  
displayed  
=3D  
>on every=3D20  
> track too !!<BR>It even substract latency !!!!<BR>So by putting a =  
=3D  
>waves=3D20  
> rencomp (64 samples) on track 2 that does NOT mean<BR>that =  
faderworks  
=3D  
>will=3D20

> delay all others again by 64 samples !! , thus overall<BR>latency =  
WILL  
=3D  
>REMAIN=3D20  
> at 64 samples, ONLY track 2 which was already 64 samples<BR>latent =  
=3D  
>because of=3D20  
> track 1 now faderworks just SUBTRACTS that 64 samples<BR>for this =  
=3D  
>track=3D20  
> !!<BR><BR>Anyone understood what I typed in here ? =3D  
>:)<BR>Regards,<BR>Dimitrios=3D20  
> <BR><BR>eff H <<A=3D20  
> href=3D3D"mailto:jkhoover@excite.com">jkhoover@excite.com</A>=3D20  
> wrote:<BR>>Dimitrios<BR>><BR>>How does this function with =3D  
>plugins=3D20  
> inside a wrapper, for example <BR>>autotune wrapped inside=3D20  
> FFX4?<BR>><BR>>JH<BR>><BR>>wrote:<BR>>> I tried the =3D  
>beta1=3D20  
> and it is marvelous.<BR>>> It holds 64 presets with latencies so =  
=3D  
>you can=3D20  
> just click the on button<BR>anytime<BR>>> you load the=3D20  
> plugin...<BR>>> Regards,<BR>>> Dimitrios<BR></BLOCKQUOTE>  
><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
spam, =3D  
>and=3D20  
>you?<BR><A=3D20  
=  
>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=  
fer=3D  
>.html</A> </FONT></DIV></BODY></HTML>  
>  
>

-----=\_NextPart\_000\_003C\_01C8A550.17004700

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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>D.,</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>How do you offset the automation after =  
it's been=20  
written?</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>The king of stupid =  
questions.</FONT></DIV>  
<DIV>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<BLOCKQUOTE=20  
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
<DIV>"Dimitrios" &lt;<A=20  
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt; wrote in =  
message=20  
<A =  
href=3D"news:480f206e\$1@linux">news:480f206e\$1@linux</A>...</DIV><BR>Dear=  
=20  
Tom,<BR>This is just a plugin so the latencies are just added =  
afterall.<BR>So=20  
the automation could be made before doing any faderworks job and =  
then<BR>after=20  
putting all plugins with their latencies you just look at the=20  
overall<BR>latency and offset the automation for that amount.<BR>I =  
don't know=20  
when this will be released...<BR>Regards,<BR>Dimitrios<BR><BR>"Tom =  
Bruhl"=20  
&lt;<A href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt; =  
  
wrote:<BR>&gt;<BR>&gt;<BR>&gt;Dimitrios,<BR >&gt;This all makes =  
sense.&nbsp;</DIV>=20  
Thank you for that.&nbsp;<BR>&gt;Paris automation lines =  
still work=20  
on plugins that are being<BR>&gt;compensated for with Faderworks or is =  
the gui=20  
screwy?<BR>&gt;Meaning the time is offset?<BR>&gt;<BR>&gt;When using =  
stereo=20  
instances of Faderworks do you actually<BR>&gt;hit the 'Stereo X box" =  
in the=20  
Paris plugin gui or assign another<BR>&gt;mono instance for the =  
adjacent=20  
channel?&nbsp;<BR>&gt;This has caused trouble=3D20<BR>&gt;in my experience =  
with=20  
mono/stereo combinations and Paris.<BR>&gt;<BR>&gt;Thanks for your =

answers and=20

when should it be available?<BR>&gt;I'm=20

ready!<BR>&gt;<BR>&gt;Tom=3D20<BR>&gt;<BR >&gt;&nbsp; "Dimitrios" =  
&lt;<A=20

href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt; wrote in =  
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=3D<BR>&gt;news:480cbb3a\$1@linux...<BR>&gt;<BR>&gt;&nbsp; =  
OK<BR>&gt;&nbsp; I=20

thought I already explained but maybe I did not use the right=20

words<BR>=3D<BR>&gt;for<BR>&gt;&nbsp; it :)<BR>&gt;<BR>&gt;&nbsp; You =  
put=20

faderworks on one of the native slots (you have four =  
right?)<BR>&gt;&nbsp; I=20

put it on the first one.<BR>&gt;&nbsp; Then whatever you put on other =  
slots it=20

does not matter because =3D<BR>&gt;faderworks<BR>&gt;&nbsp; always =  
does what is=20

supposed to do.<BR>&gt;<BR>&gt;&nbsp; Tom, yes why should you use =  
sampleslide=20

when Faderworks has been =3D<BR>&gt;written<BR>&gt;&nbsp; to do this =  
for us only=20

BETTER !<BR>&gt;<BR>&gt;&nbsp; 1. You put faderworks 1in/1out on every =  
Paris=20

audio track.<BR>&gt;&nbsp; 2. If you wanna use a stereo pair of tracks =  
the put=20

the 2in/2out =3D<BR>&gt;faderworks.<BR>&gt;&nbsp; 3. I made a Default =  
project=20

with 64 (4 cards) faderworks instances =  
=3D<BR>&gt;already<BR>&gt;&nbsp; loaded=20

so no hassle thereafter...<BR>&gt;&nbsp; 4. If you make a list with =  
plugins=20

and latencies (64 for now is more =3D<BR>&gt;than<BR>&gt;&nbsp; =  
enough) these=20

will be remembered with every new project.<BR>&gt;&nbsp; Just remember =  
to have=20

the button in the OFF state.<BR>&gt;&nbsp; 5. Even if you use FFX4 =  
and/or=20

chainer or other wrpper on other =  
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ACTUALLY=20

WORKS:<BR>&gt;&nbsp; The default status of the plugin is&nbsp; to =  
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latency status for<BR>=3D<BR>&gt;the<BR>&gt;&nbsp; track you are =  
putting the=20

plugin.<BR>&gt;&nbsp; For instance.<BR>&gt;<BR>&gt;&nbsp; A. You put a =  
waves=20

renvox on track 1 on slot two either standalone=20

or<BR>=3D<BR>&gt;from<BR>&gt;&nbsp;withing the FFX4 or =  
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 on every=20  
 track then BY<BR>=3D<BR>&gt;JUST<BR>&gt;&nbsp;pushing the ON button =  
 track 1 of=20  
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 at 64=20  
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 Dimitrios=3D20<BR>&gt;<BR>&gt;&nbsp;eff H &lt;<A=20  
 href=3D"mailto:jkhoover@excite.com">jkhoover@excite.com</A>&gt;=20  
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 &gt;How=20  
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 example=3D20<BR>&gt;&nbsp;=20  
 &gt;autotune wrapped inside FFX4?<BR>&gt;&nbsp;&gt;<BR>&gt;&nbsp;=20  
 &gt;JH<BR>&gt;&nbsp;&gt;<BR>&gt;&nbsp;&gt;wrote:<BR>&gt;&nbsp;=  
 &gt;&gt; I=20  
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 plugin...<BR>&gt;&nbsp;&gt;&gt; Regards,<BR>&gt;&nbsp;&gt;&gt;=20  
 Dimitrios<BR>&gt;<BR>&gt;<BR>&gt;<BR>&gt;I choose Polesoft Lockspam to =  
 fight=20

spam, and you?<BR>&gt;http://www.polesoft.com/refer.html&nbsp;&nbsp;&nbsp;=&nbsp;20  
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=  
size=3D3D2&gt;Dimitrios,&lt;/FONT&gt;&lt;/DI V&gt; <BR>&gt;&lt;DIV&gt;&lt;F=  
ONT=20  
face=3D3DArial size=3D3D2&gt;This all makes sense.&nbsp;  Thank you=20  
=3D<BR>&gt;for=3D20<BR>&gt;that.&nbsp;  Now do=20  
the&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT face=3D3DArial =  
size=3D3D2&gt;Paris automation lines still work on =3D<BR>&gt;plugins=20  
that=3D20<BR>&gt;are =  
being&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT=20  
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ONT=20  
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ONT=20  
face=3D3DArial size=3D3D2&gt;hit the 'Stereo X box" in the Paris =  
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This=3D20<BR>&gt;has caused trouble=20  
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=3D<BR>&gt;face=3D3DArial=3D20<BR>&gt;size=3D3D2&gt;with mono/stereo =  
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Paris.</FONT></DIV><BR></DIV></FONT =  
face=3D3DArial=20  
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size=3D3D2</FONT>Thanks for your answers and when should<BR>=3D<BR></FONT>it =  
=  
be=3D20<BR></FONT></DIV> <BR></DIV></FONT =  
FONT=20  
face=3D3DArial size=3D3D2</FONT>I'm=20  
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face=3D3DArial=20  
size=3D3D2</FONT> </DIV><BR></DIV></FONT =  
face=3D3DArial=20  
size=3D3D2</FONT>Tom </FONT></DIV><BR></DIV></FONT =  
  
face=3D3DArial size=3D3D2</FONT>=20  
=  
</DIV><BR></B></DIV><BR></DIV></FONT =  
0px;=20  
PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR></DIV></FONT>BORDER-LEFT: #000000 =  
2px solid;=20  
MARGIN-RIGHT: 0px"><BR></DIV></FONT>"Dimitrios"=20  
</A>=3D20<BR></A></DIV></FONT> </A>=20  
=  
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>mailto:musurgio=  
@otenet.gr">musurgio@otenet.gr</A></A></FONT>=20  
wrote in =3D<BR></FONT>message=3D20<BR></FONT> </A> =  
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</BR></FONT>OK</B></A>=3D<BR></FONT>R</A>=3D20 <BR></FONT> </A>=20  
thought I already explained but maybe I did not use the right words=20  
=3D<BR></FONT>for</BR></FONT>it=3D20<BR></FONT> </A> =  
)</BR></FONT></BR></FONT>You put=20  
faderworks on one of the native slots (you have=20  
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first=20  
one.</BR></FONT>Then whatever you put on =3D<BR></FONT>other =  
slots=3D20<BR></FONT> </A>=20  
it does not matter because faderworks</BR></FONT>always does what is=20  
supposed<BR>=3D<BR></FONT>to=3D20<BR></FONT> </A> =  
do.</BR></FONT></BR></FONT>Tom, yes why=20  
should you use sampleslide when Faderworks=20  
has<BR>=3D<BR></FONT>been=3D20<BR></FONT> </A> written</BR></FONT>to do this =  
for us only=20  
BETTER !</BR></FONT></BR></FONT>1. You put =

=3D<BR>&gt;faderworks=3D20<BR>&gt;&nbsp;=20  
 1in/1out on every Paris audio track.&lt;BR>&gt;2. If you wanna use a =  
 stereo=20  
 =3D<BR>&gt;pair of=3D20<BR>&gt;&nbsp; tracks the put the 2in/2out=20  
 faderworks.&lt;BR>&gt;3. I made a Default project<BR>=3D<BR>&gt;with=20  
 64=3D20<BR>&gt;&nbsp; (4 cards) faderworks instances =  
 already&lt;BR>&gt;loaded so=20  
 no hassle=3D20<BR>&gt;&nbsp; thereafter...&lt;BR>&gt;4. If you make a =  
 list with=20  
 plugins and latencies (64<BR>=3D<BR>&gt;for now=3D20<BR>&gt;&nbsp; is =  
 more=20  
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 new=3D20<BR>&gt;&nbsp;=20  
 project.&lt;BR>&gt;Just remember to have the button in the OFF=20  
 state.&lt;BR>&gt;5. =3D<BR>&gt;Even if=3D20<BR>&gt;&nbsp; you use FFX4 =  
 and/or=20  
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 =3D<BR>&gt;faderworks&lt;BR>&gt;will=3D20<BR>&gt;&nbsp; do whatever is =  
 asked to=20  
 do.&lt;BR>&gt;6 HERE IS HOW IT ACTUALLY=20  
 WORKS:&lt;BR>&gt;The<BR>=3D<BR>&gt;default=3D20 <BR>&gt;&nbsp; status of =  
 the plugin=20  
 is&nbsp; to ignore the latency status for=20  
 =3D<BR>&gt;the&lt;BR>&gt;track=3D20<BR>&gt;&nbsp; you are putting the=20  
 plugin.&lt;BR>&gt;For instance.&lt;BR>&gt;&lt;BR>&gt;A. You put a=20  
 waves<BR>=3D<BR>&gt;renvox=3D20<BR>&gt;&nbsp; on track 1 on slot two =  
 either=20  
 standalone or from&lt;BR>&gt;withing the FFX4 =  
 =3D<BR>&gt;or=3D20<BR>&gt;&nbsp;=20  
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 tracks are 64 =3D<BR>&gt;samples ahead=3D20<BR>&gt;&nbsp; of =  
 track&lt;BR>&gt;1 or=20  
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 =3D<BR>&gt;having=20  
 in=3D20<BR>&gt;&nbsp; mind that you have put Faderworks on every track =  
 then BY=20  
 =3D<BR>&gt;JUST&lt;BR>&gt;pushing the=3D20<BR>&gt;&nbsp; ON button =  
 track 1 of the=20  
 Waves renvox preset then=20  
 Faderworks&lt;BR>&gt;DELAYS<BR>=3D<BR>&gt;all=3D20 <BR>&gt;&nbsp; other =  
 Paris audio=20  
 tracks by 64 samples LEAVING intact the =  
 =3D<BR>&gt;audio&lt;BR>&gt;track 1=20  
 for=3D20<BR>&gt;&nbsp; which faderworks ignores the =  
 latency.&lt;BR>&gt;OVERALL=20  
 latency is displayed<BR>=3D<BR>&gt;on every=3D20<BR>&gt;&nbsp; track =



too=20  
!!&lt;BR&gt;It even substract latency !!!!&lt;BR&gt;So by putting a=20  
=3D<BR>&gt;waves=3D20<BR>&gt;&nbsp; rencomp (64 samples) on track 2 =  
that does NOT=20  
mean&lt;BR&gt;that faderworks<BR>=3D<BR>&gt;will=3D20<BR>&gt;&nbsp; =  
delay all=20  
others again by 64 samples !! , thus overall&lt;BR&gt;latency=20  
WILL<BR>=3D<BR>&gt;REMAIN=3D20<BR>&gt;&nbsp; at 64 samples, ONLY track =  
2 which was=20  
already 64 samples&lt;BR&gt;latent =3D<BR>&gt;because =  
of=3D20<BR>&gt;&nbsp; track=20  
1 now faderworks just SUBTRACTS that 64 samples&lt;BR&gt;for this=20  
=3D<BR>&gt;track=3D20<BR>&gt;&nbsp; !!&lt;BR&gt;&lt;BR&gt;Anyone =  
understood what l=20  
typed in here ?=20  
=3D<BR> &gt;)&lt;BR&gt;Regards,&lt;BR&gt;Dimitr ios=3D20 <BR>&gt;&nbsp;=20  
&lt;BR&gt;&lt;BR&gt;eff H &lt;&lt;A=3D20<BR>&gt;&nbsp; href=3D3D"<A=20  
=  
href=3D'mailto:jkhoover@excite.com">jkhoover@excite.com</A>>=3D20'>mailto=  
:jkhoover@excite.com"&gt;jkhoover@excite.com&lt;/A&gt;&gt;=3D20</A><BR>&g  
t;&nbsp;=20  
wrote:&lt;BR&gt;&gt;Dimitrios&lt;BR&gt;& amp;gt;&lt;BR&gt;&gt;How does this =  
  
function with =3D<BR>&gt;plugins=3D20<BR>&gt;&nbsp; inside a wrapper, =  
for example=20  
&lt;BR&gt;&gt;autotune wrapped inside=3D20<BR>&gt;&nbsp;=20  
=  
FFX4?&lt;BR&gt;&gt;&lt;BR&gt;&gt;JH& amp;lt;BR&gt;&gt;&lt;BR&gt;&gt;wrote:& amp;lt;=  
BR&gt;&gt;&gt;=20  
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button&lt;BR&gt;anytime&lt;BR&gt;&gt; you load =  
the=3D20<BR>&gt;&nbsp;=20  
plugin...&lt;BR&gt;&gt;&gt; Regards,&lt;BR&gt;&gt;&gt;=20  
Dimitrios&lt;BR&gt;&lt;/BLOCKQUOTE&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT=20  
size=3D3D2&gt;&lt;BR&gt;&lt;BR&gt;I choose Polesoft Lockspam to fight =  
spam,=20  
=  
=3D<BR>&gt;and=3D20<BR>&gt;you?&lt;BR&gt;&lt;A=3D20 <BR>&gt;href=3D3D"<A=20  
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=  
&lt;/FONT&gt;&lt;/DIV&gt;&lt;/BODY&gt;&lt;/HTML&gt; <BR>&gt;<BR>&gt;<BR></=  
BLOCKQUOTE></BODY></HTML>

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Subject: Re: Faderworks explained !!!

Posted by [Dimitrios](#) on Wed, 23 Apr 2008 20:59:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dear Tom,

Maybe if you highlight in the automation editor everything and just nudge back ?

Regards,  
Dimitrios

"Tom Bruhl" <[arpeggio@comcast.net](mailto:arpeggio@comcast.net)> wrote:

>

>

>D.,

>

>How do you offset the automation after it's been written?

>

>The king of stupid questions.

>

>Tom

>

>

>

> "Dimitrios" <[musurgio@otenet.gr](mailto:musurgio@otenet.gr)> wrote in message =

>news:480f206e\$1@linux...

>

> Dear Tom,

> This is just a plugin so the latencies are just added afterall.

> So the automation could be made before doing any faderworks job and =

>then

> after putting all plugins with their latencies you just look at the =

>overall

> latency and offset the automation for that amount.

> I don't know when this will be released...

> Regards,

> Dimitrios

>

> "Tom Bruhl" <[arpeggio@comcast.net](mailto:arpeggio@comcast.net)> wrote:

> >

> >

> >Dimitrios,

> >This all makes sense. Thank you for that. Now do the

> >Paris automation lines still work on plugins that are being

> >compensated for with Faderworks or is the gui screwy?

> >Meaning the time is offset?

> >  
> >When using stereo instances of Faderworks do you actually  
> >hit the 'Stereo X box" in the Paris plugin gui or assign another  
> >mono instance for the adjacent channel? This has caused trouble=3D20  
> >in my experience with mono/stereo combinations and Paris.  
> >  
> >Thanks for your answers and when should it be available?  
> >'I'm ready!  
> >  
> >Tom=3D20  
> >  
> > "Dimitrios" <musurgio@otenet.gr> wrote in message =3D  
> >news:480cbb3a\$1@linux...  
> >  
> > OK  
> > I thought I already explained but maybe I did not use the right =  
> >words  
> > =3D  
> >for  
> > it :)  
> >  
> > You put faderworks on one of the native slots (you have four =  
> >right?)  
> > I put it on the first one.  
> > Then whatever you put on other slots it does not matter because =3D  
> >faderworks  
> > always does what is supposed to do.  
> >  
> > Tom, yes why should you use sampleslide when Faderworks has been =  
> >=3D  
> >written  
> > to do this for us only BETTER !  
> >  
> > 1. You put faderworks 1in/1out on every Paris audio track.  
> > 2. If you wanna use a stereo pair of tracks the put the 2in/2out =  
> >=3D  
> >faderworks.  
> > 3. I made a Default project with 64 (4 cards) faderworks instances  
=3D  
> >=3D  
> >already  
> > loaded so no hassle thereafter...  
> > 4. If you make a list with plugins and latencies (64 for now is =  
> >more =3D  
> >than  
> > enough) these will be remembered with every new project.  
> > Just remember to have the button in the OFF state.  
> > 5. Even if you use FFX4 and/or chainer or other wrpper on other =

>slots  
 > =3D  
 > >faderworks  
 > > will do whatever is asked to do.  
 > > 6 HERE IS HOW IT ACTUALLY WORKS:  
 > > The default status of the plugin is to ignore the latency status =  
 >for  
 > =3D  
 > >the  
 > > track you are putting the plugin.  
 > > For instance.  
 > >  
 > > A. You put a waves renox on track 1 on slot two either standalone  
 =  
 >or  
 > =3D  
 > >from  
 > > withing the FFX4 or chainer...  
 > > Now the actual latency this plugin introduces is 64 samples.  
 > > That MEANS that all other Paris audio tracks are 64 samples ahead =  
 >of =3D  
 > >track  
 > > 1 or if you like ,track 1 is 64 sample latent.  
 > > NOW having in mind that you have put Faderworks on every track then  
 =  
 >BY  
 > =3D  
 > >JUST  
 > > pushing the ON button track 1 of the Waves renox preset then =3D  
 > >Faderworks  
 > > DELAYS all other Paris audio tracks by 64 samples LEAVING intact =  
 >the =3D  
 > >audio  
 > > track 1 for which faderworks ignores the latency.  
 > > OVERALL latency is displayed on every track too !!  
 > > It even substract latency !!!!  
 > > So by putting a waves rencomp (64 samples) on track 2 that does NOT  
 =  
 >=3D  
 > >mean  
 > > that faderworks will delay all others again by 64 samples !! , thus  
 =  
 >=3D  
 > >overall  
 > > latency WILL REMAIN at 64 samples, ONLY track 2 which was already =  
 >64 =3D  
 > >samples  
 > > latent because of track 1 now faderworks just SUBSTRACTS that 64 =

```

>=3D
> >samples
> > for this track !!
> >
> > Anyone understood what I typed in here ? :)
> > Regards,
> > Dimitrios=3D20
> >
> > eff H <jkhoover@excite.com> wrote:
> > >Dimitrios
> > >
> > >How does this function with plugins inside a wrapper, for =
>example=3D20
> > >autotune wrapped inside FFX4?
> > >
> > >JH
> > >
> > >wrote:
> > >> I tried the beta1 and it is marvelous.
> > >> It holds 64 presets with latencies so you can just click the on
=
>=3D
> >button
> > anytime
> > >> you load the plugin...
> > >> Regards,
> > >> Dimitrios
> >
> >
> >
> > I choose Polesoft Lockspam to fight spam, and you?
> >http://www.polesoft.com/refer.html =20
> >
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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> >charset=3D3Diso-8859-1">
> ><META content=3D3D"MSHTML 6.00.2900.2180" name=3D3DGENERATOR>
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> ></HEAD>
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> ><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>This all makes sense. Thank you
=
>=3D
> >for=3D20
> >that. Now do the</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Paris automation lines still =

```

```

>work on =3D
> >plugins that=3D20
> >are being</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>compensated for with Faderworks
=
>or is =3D
> >the gui=3D20
> >screwey?</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Meaning the time is =3D
> >offset?</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>When using stereo instances of =
>=3D
> >Faderworks do you=3D20
> >actually</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>hit the 'Stereo X box" in the =
>Paris =3D
> >plugin gui or=3D20
> >assign another</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>mono instance for the adjacent =
>=3D
> >channel? This=3D20
> >has caused trouble </FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>in my experience </FONT><FONT =
>=3D
> >face=3D3DArial=3D20
> >size=3D3D2>with mono/stereo combinations and Paris.</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Thanks for your answers and when
=
>should
> =3D
> >it be=3D20
> >available?</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>I'm ready!</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Tom </FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><BLOCKQUOTE=3D20
> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>=3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Dimitrios" <<A=3D20
> > href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote
=
>in =3D
> >message=3D20
> > <A =3D

```

> =  
>>href="news:480cbb3a\$1@linux">news:480cbb3a\$1@linux</A>...</DIV><BR>O=  
>K<B=3D  
> >R>I=3D20  
> > thought I already explained but maybe I did not use the right words  
=  
>=3D  
> >for<BR>it=3D20  
> > :)<BR><BR>You put faderworks on one of the native slots (you have =  
>four  
> =3D  
> >  
> > right?)<BR>I put it on the first one.<BR>Then whatever you put on =  
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> =3D  
> >to=3D20  
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> > 1in/1out on every Paris audio track.<BR>2. If you wanna use a =  
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>project  
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> >with 64=3D20  
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>(64  
> =3D  
> >for now=3D20  
> > is more than<BR>enough) these will be remembered with every =  
>new=3D20  
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> > do whatever is asked to do.<BR>6 HERE IS HOW IT ACTUALLY =  
>WORKS:<BR>The  
> =3D

> >default=3D20  
 > > status of the plugin is to ignore the latency status for =3D  
 > >the<BR>track=3D20  
 > > you are putting the plugin.<BR>For instance.<BR><BR>A. You put a =  
 >waves  
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 > >JUST<BR>pushing the=3D20  
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 > >audio<BR>track 1 for=3D20  
 > > which faderworks ignores the latency.<BR>OVERALL latency is =  
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 =  
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 > >track=3D20



```

> > !!<BR><BR>Anyone understood what I typed in here ? =3D
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> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>spam, =3D
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> =
>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>fer=3D
> >.html</A> </FONT></DIV></BODY></HTML>
> >
> >
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>
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>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>D.,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2>How do you offset the automation after
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><BLOCKQUOTE=20
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>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
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 > href=3D"mailto:jkhoover@excite.com">jkhoover@excite.com</A>=20  
 > wrote:<BR>> >Dimitrios<BR>> ><BR>> =  
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 > does this function with plugins inside a wrapper, for =  
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 >fight=20  
 > spam, and you?<BR>>http://www.polesoft.com/refer.html =20  
 > <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20  
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 > bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial=20  
 > =  
 >size=3D3D2>Dimitrios,</FONT></DIV><BR>><DIV><F=

>ONT=20  
> face=3D3DArial size=3D3D2>This all makes sense. Thank you=20  
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>ONT=20  
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>ONT=20  
> face=3D3DArial size=3D3D2>hit the 'Stereo X box" in the Paris =  
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> gui or=3D20<BR>>assign=20  
> another</FONT></DIV><BR>><DIV><FONT =  
>face=3D3DArial=20  
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>  
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> </FONT></DIV><BR>><DIV><FONT face=3D3DArial=20  
> size=3D3D2>in my experience </FONT><FONT=20  
> =3D<BR>>face=3D3DArial=3D20<BR>>size=3D3D2>with mono/stereo =  
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> =  
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>FONT=20  
> face=3D3DArial size=3D3D2>I'm=20  
> ready!</FONT></DIV><BR>><DIV><FONT =  
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>face=3D3DArial=20
> size=3D3D2>Tom </FONT></DIV><BR>><DIV><FONT =
>
> face=3D3DArial size=3D3D2></FONT>=20
> =
></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =
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>2px solid;=20
> MARGIN-RIGHT: 0px"><BR>> <DIV>"Dimitrios"=20
> <<A=3D20<BR>> href=3D3D"<A=20
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>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
>@otenet.gr">musurgio@otenet.gr</A</A>>=20
> wrote in =3D<BR>>message=3D20<BR>> <A =
>=3D<BR>>href=3D3D"<A=20
> =
>href=3D'news:480cbb3a$1@linux">news:480cbb3a$1@linux</A>...</DIV><BR>OK<B=
>'>news:480cbb3a$1@linux">news:480cbb3a$1@linux</A>...</DIV>=
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```

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> =  
>href=3D'mailto:jkhoover@excite.com">jkhoover@excite.com</A>>=3D20'>mailto=  
>:jkhoover@excite.com">jkhoover@excite.com</A>>=3D20</A><BR>&g=  
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> Dimitrios<BR></BLOCKQUOTE><BR>><DIV><FONT=20  
> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
>spam,=20  
> =  
>=3D<BR>>and=3D20<BR>>you?<BR><A=3D20<BR>>href=3D3D" <A=20  
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> =  
></FONT></DIV></BODY></HTML><BR>><BR>><BR></=  
>BLOCKQUOTE></BODY></HTML>  
>  
>

---

Subject: Re: Faderworks explained !!!  
Posted by [Tom Bruhl](#) on Wed, 23 Apr 2008 21:42:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_000E\_01C8A569.59D1CD10  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable



Dimitrios,

I'll try it but I don't think that works.

Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =  
news:480fa340\$1@linux...

Dear Tom,  
Maybe if you highlight in the automation editor everything and just =  
nudge  
back ?  
Regards,  
Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>  
>  
>D.,  
>  
>How do you offset the automation after it's been written?  
>  
>The king of stupid questions.  
>  
>Tom  
>  
>  
>  
> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D  
>news:480f206e\$1@linux...  
>  
> Dear Tom,  
> This is just a plugin so the latencies are just added afterall.  
> So the automation could be made before doing any faderworks job and =  
=3D  
>then  
> after putting all plugins with their latencies you just look at the =  
=3D  
>overall  
> latency and offset the automation for that amount.  
> I don't know when this will be released...  
> Regards,  
> Dimitrios  
>  
> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
> >  
> >

> >Dimitrios,  
> >This all makes sense. Thank you for that. Now do the  
> >Paris automation lines still work on plugins that are being  
> >compensated for with Faderworks or is the gui screwy?  
> >Meaning the time is offset?  
> >  
> >When using stereo instances of Faderworks do you actually  
> >hit the 'Stereo X box" in the Paris plugin gui or assign another  
> >mono instance for the adjacent channel? This has caused =  
trouble=3D3D20  
> >in my experience with mono/stereo combinations and Paris.  
> >  
> >Thanks for your answers and when should it be available?  
> >I'm ready!  
> >  
> >Tom=3D3D20  
> >  
> > "Dimitrios" <musurgio@otenet.gr> wrote in message =3D3D  
> >news:480cbb3a\$1@linux...  
> >  
> > OK  
> > I thought I already explained but maybe I did not use the right =  
=3D  
> >words  
> >=3D3D  
> >for  
> > it :)  
> >  
> > You put faderworks on one of the native slots (you have four =3D  
> >right?)  
> > I put it on the first one.  
> > Then whatever you put on other slots it does not matter because =  
=3D3D  
> >faderworks  
> > always does what is supposed to do.  
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> > Tom, yes why should you use sampleslide when Faderworks has been =  
=3D  
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> > to do this for us only BETTER !  
> >  
> > 1. You put faderworks 1in/1out on every Paris audio track.  
> > 2. If you wanna use a stereo pair of tracks the put the 2in/2out =  
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> > 3. I made a Default project with 64 (4 cards) faderworks =

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> > >> you load the plugin...

> > >> Regards,

> > >> Dimitrios

> >

> >

> >

> >I choose Polesoft Lockspam to fight spam, and you?

> >http://www.polesoft.com/refer.html =3D20

> >

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> ><STYLE></STYLE>

> ></HEAD>

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> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Dimitrios,</FONT></DIV>

> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>This all makes sense. =

Thank you

=3D

>=3D3D

> >for=3D3D20

> >that. Now do the</FONT></DIV>

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 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom </FONT></DIV>  
 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>  
 > ><BLOCKQUOTE=3D3D20  
 > >style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =  
 5px; =3D  
 >=3D3D  
 > >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
 > > <DIV>"Dimitrios" <<A=3D3D20  
 > > href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> =  
 wrote  
 =3D  
 >in =3D3D  
 > >message=3D3D20  
 > > <A =3D3D  
 > =3D  
 =  
 >>href=3D3D3D"news:480cbb3a\$1@linux">news:480cbb3a\$1@linux</A>...</DIV><B=  
 R>O=3D  
 >K<B=3D3D  
 > >R>I=3D3D20  
 > > thought I already explained but maybe I did not use the right =  
 words  
 =3D  
 >=3D3D  
 > >for<BR>it=3D3D20  
 > > :)<BR><BR>You put faderworks on one of the native slots (you =  
 have =3D

>four  
 > =3D3D  
 > >  
 > > right?)<BR>I put it on the first one.<BR>Then whatever you put =  
 on =3D  
 >=3D3D  
 > >other slots=3D3D20  
 > > it does not matter because faderworks<BR>always does what is =3D  
 >supposed  
 > =3D3D  
 > >to=3D3D20  
 > > do.<BR><BR>Tom, yes why should you use sampleslide when =  
 Faderworks  
 =3D  
 >has  
 > =3D3D  
 > >been=3D3D20  
 > > written<BR>to do this for us only BETTER !<BR><BR>1. You put =  
 =3D3D  
 > >faderworks=3D3D20  
 > > 1in/1out on every Paris audio track.<BR>2. If you wanna use a =  
 =3D  
 >stereo =3D3D  
 > >pair of=3D3D20  
 > > tracks the put the 2in/2out faderworks.<BR>3. I made a Default =  
 =3D  
 >project  
 > =3D3D  
 > >with 64=3D3D20  
 > > (4 cards) faderworks instances already<BR>loaded so no =  
 hassle=3D3D20  
 > > thereafter...<BR>4. If you make a list with plugins and =  
 latencies =3D  
 >(64  
 > =3D3D  
 > >for now=3D3D20  
 > > is more than<BR>enough) these will be remembered with every =3D  
 >new=3D3D20  
 > > project.<BR>Just remember to have the button in the OFF =3D  
 >state.<BR>5. =3D3D  
 > >Even if=3D3D20  
 > > you use FFX4 and/or chainer or other wrpper on other slots =3D3D  
 > >faderworks<BR>will=3D3D20  
 > > do whatever is asked to do.<BR>6 HERE IS HOW IT ACTUALLY =3D  
 >WORKS:<BR>The  
 > =3D3D  
 > >default=3D3D20  
 > > status of the plugin is to ignore the latency status for =3D3D

> >the<BR>track=3D3D20  
 > > you are putting the plugin.<BR>For instance.<BR><BR>A. You put a =  
 =3D  
 >waves  
 > =3D3D  
 > >renvox=3D3D20  
 > > on track 1 on slot two either standalone or from<BR>withing the =  
 =3D  
 >FFX4 =3D3D  
 > >or=3D3D20  
 > > chainer...<BR>Now the actual latency this plugin introduces is =  
 =3D  
 >64=3D3D20  
 > > samples.<BR>That MEANS that all other Paris audio tracks are 64 =  
 =3D3D  
 > >samples ahead=3D3D20  
 > > of track<BR>1 or if you like ,track 1 is 64 sample =  
 latent.<BR>NOW =3D  
 >=3D3D  
 > >having in=3D3D20  
 > > mind that you have put Faderworks on every track then BY =3D3D  
 > >JUST<BR>pushing the=3D3D20  
 > > ON button track 1 of the Waves renvox preset then =3D  
 >Faderworks<BR>DELAYS  
 > =3D3D  
 > >all=3D3D20  
 > > other Paris audio tracks by 64 samples LEAVING intact the =3D3D  
 > >audio<BR>track 1 for=3D3D20  
 > > which faderworks ignores the latency.<BR>OVERALL latency is =3D  
 >displayed  
 > =3D3D  
 > >on every=3D3D20  
 > > track too !!<BR>It even substract latency !!!!<BR>So by putting =  
 a =3D  
 >=3D3D  
 > >waves=3D3D20  
 > > rencomp (64 samples) on track 2 that does NOT mean<BR>that =3D  
 >faderworks  
 > =3D3D  
 > >will=3D3D20  
 > > delay all others again by 64 samples !! , thus =  
 overall<BR>latency =3D  
 >WILL  
 > =3D3D  
 > >REMAIN=3D3D20  
 > > at 64 samples, ONLY track 2 which was already 64 =  
 samples<BR>latent  
 =3D



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>=3D3D
> >because of=3D3D20
> > track 1 now faderworks just SUBTRACTS that 64 samples<BR>for =
this
=3D
>=3D3D
> >track=3D3D20
> > !!<BR><BR>Anyone understood what I typed in here ? =3D3D
> >:)<BR>Regards,<BR>Dimitrios=3D3D20
> > <BR><BR>eff H <<A=3D3D20
> > =
href=3D3D3D"mailto:jkhoover@excite.com">jkhoover@excite.com</A>=3D3D20
> > wrote:<BR>>Dimitrios<BR>><BR>>How does this function with =3D3D
> >plugins=3D3D20
> > inside a wrapper, for example <BR>>autotune wrapped =
inside=3D3D20
> > FFX4?<BR>><BR>>JH<BR>><BR>>wrote:<BR>>> I tried the =3D3D
> >beta1=3D3D20
> > and it is marvelous.<BR>>> It holds 64 presets with latencies so =
=3D
>=3D3D
> >you can=3D3D20
> > just click the on button<BR>anytime<BR>>> you load the=3D3D20
> > plugin...<BR>>> Regards,<BR>>> Dimitrios<BR></BLOCKQUOTE>
> ><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to =
fight =3D
>spam, =3D3D
> >and=3D3D20
> >you?<BR><A=3D3D20
> =3D
=
>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com=
/re=3D
>fer=3D3D
> >.html</A> </FONT></DIV></BODY></HTML>
> >
> >
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>charset=3D3Diso-8859-1">
><META content=3D3D"MSHTML 6.00.2900.2180" name=3D3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial size=3D3D2>D.,</FONT></DIV>

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><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>How do you offset the automation =
after
=3D
>it's been=3D20
>written?</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>The king of stupid =3D
>questions.</FONT></DIV>
><DIV> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><BLOCKQUOTE=3D20
>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Dimitrios" <<A=3D20
> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote =
in =3D
>message=3D20
> <A =3D
=
>href=3D3D"news:480f206e$1@linux">news:480f206e$1@linux</A>...</DIV><BR>D=
ear=3D
>=3D20
> Tom,<BR>This is just a plugin so the latencies are just added =3D
>afterall.<BR>So=3D20
> the automation could be made before doing any faderworks job and =
=3D
>then<BR>after=3D20
> putting all plugins with their latencies you just look at the=3D20
> overall<BR>latency and offset the automation for that amount.<BR>I =
=3D
>don't know=3D20
> when this will be released...<BR>Regards,<BR>Dimitrios<BR><BR>"Tom =
=3D
>Bruhl"=3D20
> <<A href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =
=3D
>
> wrote:<BR>><BR>><BR>>Dimitrios,<BR>>This all makes =3D
>sense. =3D20
> Thank you for that. Now do the<BR>>Paris automation lines =3D
>still work=3D20
> on plugins that are being<BR>>compensated for with Faderworks or is =
=3D

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>the gui=3D20  
 > screwy?<BR>>Meaning the time is offset?<BR>><BR>>When using =3D  
 >stereo=3D20  
 > instances of Faderworks do you actually<BR>>hit the 'Stereo X box" =  
 =3D  
 >in the=3D20  
 > Paris plugin gui or assign another<BR>>mono instance for the =3D  
 >adjacent=3D20  
 > channel? This has caused trouble=3D3D20<BR>>in my experience =3D  
 >with=3D20  
 > mono/stereo combinations and Paris.<BR>><BR>>Thanks for your =3D  
 >answers and=3D20  
 > when should it be available?<BR>>I'm=3D20  
 > ready!<BR>><BR>>Tom=3D3D20<BR>><BR>> "Dimitrios" =3D  
 ><<A=3D20  
 > href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote =  
 in =3D  
 >message=3D20  
 > =3D3D<BR>>news:480cbb3a\$1@linux...<BR>><BR>> =3D  
 >OK<BR>> I=3D20  
 > thought I already explained but maybe I did not use the right=3D20  
 > words<BR>=3D3D<BR>>for<BR>> it :)<BR>><BR>> You =3D  
 >put=3D20  
 > faderworks on one of the native slots (you have four =3D  
 >right?)<BR>> I=3D20  
 > put it on the first one.<BR>> Then whatever you put on other =3D  
 >slots it=3D20  
 > does not matter because =3D3D<BR>>faderworks<BR>> always =3D  
 >does what is=3D20  
 > supposed to do.<BR>><BR>> Tom, yes why should you use =3D  
 >sampleslide=3D20  
 > when Faderworks has been =3D3D<BR>>written<BR>> to do this =3D  
 >for us only=3D20  
 > BETTER !<BR>><BR>> 1. You put faderworks 1in/1out on every =3D  
 >Paris=3D20  
 > audio track.<BR>> 2. If you wanna use a stereo pair of tracks =3D  
 >the put=3D20  
 > the 2in/2out =3D3D<BR>>faderworks.<BR>> 3. I made a Default =3D  
 >project=3D20  
 > with 64 (4 cards) faderworks instances =3D  
 >=3D3D<BR>>already<BR>> loaded=3D20  
 > so no hassle thereafter...<BR>> 4. If you make a list with =3D  
 >plugins=3D20  
 > and latencies (64 for now is more =3D3D<BR>>than<BR>> =3D  
 >enough) these=3D20  
 > will be remembered with every new project.<BR>> Just remember =3D  
 >to have=3D20  
 > the button in the OFF state.<BR>> 5. Even if you use FFX4 =3D

>and/or=3D20  
 > chainer or other wrpper on other =3D  
 >slots<BR>=3D3D<BR>>faderworks<BR>> =3D20  
 > will do whatever is asked to do.<BR>> 6 HERE IS HOW IT =3D  
 >ACTUALLY=3D20  
 > WORKS:<BR>> The default status of the plugin is to =3D  
 >ignore the=3D20  
 > latency status for<BR>=3D3D<BR>>the<BR>> track you are =3D  
 >putting the=3D20  
 > plugin.<BR>> For instance.<BR>><BR>> A. You put a =3D  
 >waves=3D20  
 > renvox on track 1 on slot two either standalone=3D20  
 > or<BR>=3D3D<BR>>from<BR>> withing the FFX4 or =3D  
 >chainer...<BR>> =3D20  
 > Now the actual latency this plugin introduces is 64 =3D  
 >samples.<BR>> =3D20  
 > That MEANS that all other Paris audio tracks are 64 samples ahead =  
 of=3D20  
 > =3D3D<BR>>track<BR>> 1 or if you like ,track 1 is 64 sample=3D20  
 > latent.<BR>> NOW having in mind that you have put Faderworks =3D  
 >on every=3D20  
 > track then BY<BR>=3D3D<BR>>JUST<BR>> pushing the ON button =3D  
 >track 1 of=3D20  
 > the Waves renvox preset then =3D3D<BR>>Faderworks<BR>> =3D  
 >DELAYS all=3D20  
 > other Paris audio tracks by 64 samples LEAVING intact the=3D20  
 > =3D3D<BR>>audio<BR>> track 1 for which faderworks ignores =3D  
 >the=3D20  
 > latency.<BR>> OVERALL latency is displayed on every track too =3D  
 >  
 > !!<BR>> It even substract latency !!!!<BR>> So by =3D  
 >putting a=3D20  
 > waves rencomp (64 samples) on track 2 that does NOT=3D20  
 > =3D3D<BR>>mean<BR>> that faderworks will delay all others =3D  
 >again by 64=3D20  
 > samples !! , thus =3D3D<BR>>overall<BR>> latency WILL REMAIN =3D  
 >at 64=3D20  
 > samples, ONLY track 2 which was already 64 =3D  
 >=3D3D<BR>>samples<BR>> =3D20  
 > latent because of track 1 now faderworks just SUBSTRACTS that =  
 64=3D20  
 > =3D3D<BR>>samples<BR>> for this track =3D  
 >!!<BR>><BR>> Anyone=3D20  
 > understood what I typed in here ? :)<BR>> =3D  
 >Regards,<BR>> =3D20  
 > Dimitrios=3D3D20<BR>><BR>> eff H <<A=3D20  
 > href=3D3D"mailto:jkhoover@excite.com">jkhoover@excite.com</A>=3D20  
 > wrote:<BR>> >Dimitrios<BR>> ><BR>> =3D

>>How=3D20  
> does this function with plugins inside a wrapper, for =3D  
>example=3D3D20<BR>> =3D20  
> >autotune wrapped inside FFX4?<BR>> ><BR>> =3D20  
> >JH<BR>> ><BR>> >wrote:<BR>> =3D  
>>> I=3D20  
> tried the beta1 and it is marvelous.<BR>> >> It holds =3D  
>64=3D20  
> presets with latencies so you can just click the on=3D20  
> =3D3D<BR>>button<BR>> anytime<BR>> >> you =3D  
>load the=3D20  
> plugin...<BR>> >> Regards,<BR>> >>=3D20  
> Dimitrios<BR>><BR>><BR>><BR>>I choose Polesoft Lockspam to =3D  
>fight=3D20  
> spam, and you?<BR>>http://www.polesoft.com/refer.html =3D20  
> <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20  
> Transitional//EN"><BR>><HTML><HEAD><BR>><META=3D20  
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> =3D3D<BR>>charset=3D3D3Diso-8859-1"><BR>><META =3D  
>content=3D3D3D"MSHTML=3D20  
> 6.00.2900.2180"=3D20  
> =3D  
>name=3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D  
>D><BR>><BODY=3D20  
> bgColor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial=3D20  
> =3D  
>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>><DIV><F=3D  
>ONT=3D20  
> face=3D3D3DArial size=3D3D3D2>This all makes sense. Thank you=3D20  
> =3D3D<BR>>for=3D3D20<BR>>that. Now do=3D20  
> the</FONT></DIV><BR>><DIV><FONT face=3D3D3DArial =3D  
>  
> size=3D3D3D2>Paris automation lines still work on =  
=3D3D<BR>>plugins=3D20  
> that=3D3D20<BR>>are =3D  
>being</FONT></DIV><BR>><DIV><FONT=3D20  
> face=3D3D3DArial size=3D3D3D2>compensated for with Faderworks or is =  
=3D  
>=3D3D<BR>>the=3D20  
> =3D  
>gui=3D3D20<BR>>screwey?</FONT></DIV><BR>><DIV><F=3D  
>ONT=3D20  
> face=3D3D3DArial size=3D3D3D2>Meaning the time is=3D20  
> =3D3D<BR>>offset?</FONT></DIV><BR>><DIV><FONT =3D  
>  
> face=3D3D3DArial size=3D3D3D2></FONT> =3D  
></DIV><BR>><DIV><FONT=3D20  
> face=3D3D3DArial size=3D3D3D2>When using stereo instances of =3D

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>=3D3D<BR>>Faderworks do=3D20
> =3D
>you=3D3D20<BR>>actually</FONT></DIV><BR>><DIV><F=3D
>ONT=3D20
> face=3D3D3DArial size=3D3D3D2>hit the 'Stereo X box" in the Paris =
=3D
>=3D3D<BR>>plugin=3D20
> gui or=3D3D20<BR>>assign=3D20
> another</FONT></DIV><BR>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>mono instance for the adjacent =3D3D<BR>>channel? =3D
>
> This=3D3D20<BR>>has caused trouble=3D20
> </FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
> size=3D3D3D2>in my experience </FONT><FONT=3D20
> =3D3D<BR>>face=3D3D3DArial=3D3D20<BR>>size=3D3D3D2>with mono/stereo =
=3D
>combinations and=3D20
> Paris.</FONT></DIV><BR>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Thanks for your answers and when =
should<BR>=3D3D<BR>>it =3D
>
> =3D
>be=3D3D20<BR>>available?</FONT></DIV><BR>><DIV><=3D
>FONT=3D20
> face=3D3D3DArial size=3D3D3D2>'I'm=3D20
> ready!</FONT></DIV><BR>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Tom </FONT></DIV><BR>><DIV><FONT =3D
>
> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> =3D
></DIV><BR>><BLOCKQUOTE=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: =3D
>0px;=3D20
> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: #000000 =
=3D
>2px solid;=3D20
> MARGIN-RIGHT: 0px"><BR>> <DIV>"Dimitrios"=3D20
> <<A=3D3D20<BR>> href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musur=
gio=3D

```

>@otenet.gr">musurgio@otenet.gr</A/>>=3D20  
 > wrote in =3D3D<BR>>message=3D3D20<BR>> <A =3D  
 >=3D3D<BR>>href=3D3D3D"<A=3D20  
 > =3D  
 =  
 >href=3D3D'news:480cbb3a\$1 @linux">news:480cbb3a\$1 @linux</A>...</DIV><BR>O=  
 K<B=3D  
 >'>news:480cbb3a\$1 @linux">news:480cbb3a\$1 @linux</A>...</DIV>=3D  
 >;<BR>OK<B/>=3D3D<BR>>R>I=3D3D20<BR>> =3D20  
 > thought I already explained but maybe I did not use the right =  
 words=3D20  
 > =3D3D<BR>>for<BR>it=3D3D20<BR>> =3D  
 >.)<BR><BR>You put=3D20  
 > faderworks on one of the native slots (you have=3D20  
 > four<BR>=3D3D<BR>><BR>> right?)<BR>I put it on the =3D  
 >first=3D20  
 > one.<BR>Then whatever you put on =3D3D<BR>>other =3D  
 >slots=3D3D20<BR>> =3D20  
 > it does not matter because faderworks<BR>always does what is=3D20  
 > supposed<BR>=3D3D<BR>>to=3D3D20<BR>> =3D  
 >do.<BR><BR>Tom, yes why=3D20  
 > should you use sampleslide when Faderworks=3D20  
 > has<BR>=3D3D<BR>>been=3D3D20<BR>> written<BR>to do this =3D  
 >for us only=3D20  
 > BETTER !<BR><BR>1. You put =3D  
 >=3D3D<BR>>faderworks=3D3D20<BR>> =3D20  
 > 1in/1out on every Paris audio track.<BR>2. If you wanna use a =3D  
 >stereo=3D20  
 > =3D3D<BR>>pair of=3D3D20<BR>> tracks the put the 2in/2out=3D20  
 > faderworks.<BR>3. I made a Default project<BR>=3D3D<BR>>with=3D20  
 > 64=3D3D20<BR>> (4 cards) faderworks instances =3D  
 >already<BR>loaded so=3D20  
 > no hassle=3D3D20<BR>> thereafter...<BR>4. If you make a =3D  
 >list with=3D20  
 > plugins and latencies (64<BR>=3D3D<BR>>for now=3D3D20<BR>> is =3D  
 >more=3D20  
 > than<BR>enough) these will be remembered with every =3D  
 >new=3D3D20<BR>> =3D20  
 > project.<BR>Just remember to have the button in the OFF=3D20  
 > state.<BR>5. =3D3D<BR>>Even if=3D3D20<BR>> you use FFX4 =3D  
 >and/or=3D20  
 > chainer or other wrpper on other slots=3D20  
 > =3D3D<BR>>faderworks<BR>will=3D3D20<BR>> do whatever is =3D  
 >asked to=3D20  
 > do.<BR>6 HERE IS HOW IT ACTUALLY=3D20  
 > WORKS:<BR>The<BR>=3D3D<BR>>default=3D3D20<BR>> status of =3D  
 >the plugin=3D20  
 > is to ignore the latency status for=3D20

> the track you are putting the  
 > plugin. For instance. A. You put a  
 > waves renvox on track 1 on slot two  
 > either  
 > standalone or from within the FFX4  
 > or  
 > chainer... Now the actual latency this plugin introduces is  
 > 64 samples. That MEANS that all other  
 > Paris audio  
 > tracks are 64 samples ahead of  
 > track 1 or  
 > if you like, track 1 is 64 sample latent. NOW  
 > having  
 > in mind that you have put Faderworks on every track =  
 =  
 > then BY  
 > JUST pushing the ON button  
 > track 1 of the  
 > Waves renvox preset then  
 > Faderworks DELAYS all other  
 > Paris audio  
 > tracks by 64 samples LEAVING intact the  
 > audio track 1  
 > for which faderworks ignores the  
 > latency. OVERALL  
 > latency is displayed on every track  
 > too  
 > !! It even subtract latency !!!! So by putting a  
 > waves rencomp (64 samples) on track 2  
 > that does NOT  
 > mean that faderworks will =  
 > delay all  
 > others again by 64 samples !! , thus overall latency  
 > WILL REMAIN at 64 samples, ONLY track  
 > 2 which was  
 > already 64 samples latent because  
 > of track  
 > 1 now faderworks just SUBTRACTS that 64 samples for this  
 > track !!  
 > understood what I  
 > typed in here ?  
 > ) Regards, Dimitrios  
 > <<A href="mailto:jkhoover@excite.com">jkhoover@excite.com</A>  
 > =  
 > :jkhoover@excite.com">jkhoover@excite.com</A> &g=



```

>t; =3D20
> wrote:<BR>>Dimitrios<BR>><BR>>How does this =3D
>
> function with =3D3D<BR>>plugins=3D3D20<BR>> inside a wrapper, =3D
>for example=3D20
> <BR>>autotune wrapped inside=3D3D20<BR>> =3D20
> =3D
>FFX4?<BR>><BR>>JH<BR>><BR>>wrote:<=3D
>BR>>>=3D20
> I tried the =3D3D<BR>>beta1=3D3D20<BR>> and it is=3D20
> marvelous.<BR>>> It holds 64 presets with latencies so=3D20
> =3D3D<BR>>you can=3D3D20<BR>> just click the on=3D20
> button<BR>anytime<BR>>> you load =3D
>the=3D3D20<BR>> =3D20
> plugin...<BR>>> Regards,<BR>>>=3D20
> Dimitrios<BR></BLOCKQUOTE><BR>><DIV><FONT=3D20
> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight =3D
>spam,=3D20
> =3D
>=3D3D<BR>>and=3D3D20<BR>>you?<BR><A=3D3D20<BR>>href=3D3D3D "<A=3D20
> =3D
=
>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D=
>>=3D3D<BR>>.html</A> =3D20
> =3D
></FONT></DIV></BODY></HTML><BR>><BR>><BR></=3D
>BLOCKQUOTE></BODY></HTML>
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```

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</HEAD>
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<DIV><FONT face=3DArial size=3D2>Dimitrios,</FONT></DIV>

```

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>I'll try it but I don't think that=20  
works.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
<BLOCKQUOTE=20  
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BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
 <DIV>"Dimitrios" &lt;<A=20  
 href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt; wrote in =  
message=20  
 <A =  
href=3D"news:480fa340\$1@linux">news:480fa340\$1@linux</A>...</DIV><BR>Dear=  
=20  
 Tom,<BR>Maybe if you highlight in the automation editor everything and =  
just=20  
 nudge<BR>back ?<BR>Regards,<BR>Dimitrios<BR><BR>"Tom Bruhl" &lt;<A=20  
href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>&gt;=20  
wrote:<BR>&gt;<BR>&gt;<BR>&gt;D.,<BR>&gt; <BR>&gt;How do you offset the =  
  
automation after it's been written?<BR>&gt;<BR>&gt;The king of stupid=20  
questions.<BR>&gt;<BR>&gt;Tom<BR>&gt;<BR>&gt; <BR>&gt;<BR>&gt;&nbsp;=20  
"Dimitrios" &lt;<A =  
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt;=20  
wrote in message =  
=3D<BR>&gt;news:480f206e\$1@linux...<BR>&gt;<BR>&gt;&nbsp; Dear=20  
 Tom,<BR>&gt;&nbsp; This is just a plugin so the latencies are just =  
added=20  
 afterall.<BR>&gt;&nbsp; So the automation could be made before doing =  
any=20  
 faderworks job and =3D<BR>&gt;then<BR>&gt;&nbsp; after putting all =  
plugins with=20  
 their latencies you just look at the =3D<BR>&gt;overall<BR>&gt;&nbsp; =  
latency=20  
 and offset the automation for that amount.<BR>&gt;&nbsp; I don't know =  
when=20  
 this will be released...<BR>&gt;&nbsp; Regards,<BR>&gt;&nbsp;=20  
Dimitrios<BR>&gt;<BR>&gt;&nbsp; "Tom Bruhl" &lt;<A=20  
href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>&gt;=20  
wrote:<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp;=20  
&gt;&gt;Dimitrios,<BR>&gt;&nbsp; &gt;&gt;This all makes sense.&nbsp; Thank you =  
for=20  
 that.&nbsp; Now do the<BR>&gt;&nbsp; &gt;Paris automation lines still =  
work on=20  
 plugins that are being<BR>&gt;&nbsp; &gt;compensated for with =  
Faderworks or is=20  
 the gui screwy?<BR>&gt;&nbsp; &gt;Meaning the time is =  
offset?<BR>&gt;&nbsp;=20

&gt;<BR>&gt;&nbsp; &gt;When using stereo instances of Faderworks do =  
 you=20  
 actually<BR>&gt;&nbsp; &gt;hit the 'Stereo X box" in the Paris plugin =  
 gui or=20  
 assign another<BR>&gt;&nbsp; &gt;mono instance for the adjacent =  
 channel?&nbsp;=20  
 This has caused trouble=3D3D20<BR>&gt;&nbsp; &gt;in my experience with =  
  
 mono/stereo combinations and Paris.<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp;=20  
 &gt;Thanks for your answers and when should it be =  
 available?<BR>&gt;&nbsp;=20  
 &gt;I'm ready!<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; =  
 &gt;Tom=3D3D20<BR>&gt;&nbsp;=20  
 &gt;<BR>&gt;&nbsp; &gt;&nbsp; "Dimitrios" &lt;<A=20  
 href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt; wrote in =  
 message=20  
 =3D3D<BR>&gt;&nbsp; &gt;news:480cbb3a\$1@linux...<BR>&gt;&nbsp;=20  
 &gt;<BR>&gt;&nbsp; &gt;&nbsp; OK<BR>&gt;&nbsp; &gt;&nbsp; I thought I =  
 already=20  
 explained but maybe I did not use the right =  
 =3D<BR>&gt;words<BR>&gt;&nbsp;=20  
 =3D3D<BR>&gt;&nbsp; &gt;for<BR>&gt;&nbsp; &gt;&nbsp; it =  
 :)<BR>&gt;&nbsp;=20  
 &gt;<BR>&gt;&nbsp; &gt;&nbsp; You put faderworks on one of the native =  
 slots=20  
 (you have four =3D<BR>&gt;right?)<BR>&gt;&nbsp; &gt;&nbsp; I put it on =  
 the first=20  
 one.<BR>&gt;&nbsp; &gt;&nbsp; Then whatever you put on other slots it =  
 does not=20  
 matter because =3D3D<BR>&gt;&nbsp; &gt;faderworks<BR>&gt;&nbsp; =  
 &gt;&nbsp;=20  
 always does what is supposed to do.<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp;=20  
 &gt;&nbsp; Tom, yes why should you use sampleslide when Faderworks has =  
 been=20  
 =3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;written<BR>&gt;&nbsp; &gt;&nbsp; to =  
 do this for=20  
 us only BETTER !<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;&nbsp; 1. You =  
 put=20  
 faderworks 1in/1out on every Paris audio track.<BR>&gt;&nbsp; =  
 &gt;&nbsp; 2. If=20  
 you wanna use a stereo pair of tracks the put the 2in/2out=20  
 =3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;faderworks.<BR>&gt;&nbsp; =  
 &gt;&nbsp; 3. I made=20  
 a Default project with 64 (4 cards) faderworks=20  
 instances<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;already<BR>&gt;&nbsp; =  
 &gt;&nbsp;=20  
 loaded so no hassle thereafter...<BR>&gt;&nbsp; &gt;&nbsp; 4. If you =  
 make a=20

list with plugins and latencies (64 for now is more =  
 =3D3D<BR>&gt;&nbsp;=20  
 &gt;than<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; enough) these will be remembered =  
 with every=20  
 new project.<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; Just remember to have the button =  
 in the=20  
 OFF state.<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; 5. Even if you use FFX4 and/or =  
 chainer or=20  
 other wrapper on other =3D<BR>&gt;slots<BR>&gt;&nbsp; =  
 =3D3D<BR>&gt;&nbsp;=20  
 &gt;faderworks<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; will do whatever is asked to=20  
 do.<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; 6 HERE IS HOW IT ACTUALLY =  
 WORKS:<BR>&gt;&nbsp;=20  
 &gt;&nbsp; The default status of the plugin is&nbsp; to ignore the =  
 latency=20  
 status =3D<BR>&gt;for<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; =  
 &gt;the<BR>&gt;&nbsp;=20  
 &gt;&nbsp; track you are putting the plugin.<BR>&gt;&nbsp; &gt;&nbsp; =  
 For=20  
 instance.<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;&nbsp; A. You put a =  
 waves=20  
 revox on track 1 on slot two either =  
 standalone<BR>=3D<BR>&gt;or<BR>&gt;&nbsp;=20  
 =3D3D<BR>&gt;&nbsp; &gt;from<BR>&gt;&nbsp; &gt;&nbsp; withing the FFX4 =  
 or=20  
 chainer...<BR>&gt;&nbsp; &gt;&nbsp; Now the actual latency this plugin =  
 introduces is 64 samples.<BR>&gt;&nbsp; &gt;&nbsp; That MEANS that all =  
 other=20  
 Paris audio tracks are 64 samples ahead =3D<BR>&gt;of =  
 =3D3D<BR>&gt;&nbsp;=20  
 &gt;track<BR>&gt;&nbsp; &gt;&nbsp; 1 or if you like ,track 1 is 64 =  
 sample=20  
 latent.<BR>&gt;&nbsp; &gt;&nbsp; NOW having in mind that you have put=20  
 Faderworks on every track then<BR>=3D<BR>&gt;BY<BR>&gt;&nbsp; =  
 =3D3D<BR>&gt;&nbsp;=20  
 &gt;JUST<BR>&gt;&nbsp; &gt;&nbsp; pushing the ON button track 1 of the =  
 Waves=20  
 revox preset then =3D3D<BR>&gt;&nbsp; &gt;Faderworks<BR>&gt;&nbsp; =  
 &gt;&nbsp;=20  
 DELAYS all other Paris audio tracks by 64 samples LEAVING intact =  
 =3D<BR>&gt;the=20  
 =3D3D<BR>&gt;&nbsp; &gt;audio<BR>&gt;&nbsp; &gt;&nbsp; track 1 for =  
 which=20  
 faderworks ignores the latency.<BR>&gt;&nbsp; &gt;&nbsp; OVERALL =  
 latency is=20  
 displayed on every track too !!<BR>&gt;&nbsp; &gt;&nbsp; It even =  
 subtract=20

latency !!!!<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; So by putting a waves rencomp =  
(64=20  
samples) on track 2 that does NOT<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp;=20  
&gt;mean<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; that faderworks will delay all =  
others again=20  
by 64 samples !! , thus<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp;=20  
&gt;overall<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; latency WILL REMAIN at 64 =  
samples, ONLY=20  
track 2 which was already =3D<BR>&gt;64 =3D3D<BR>&gt;&nbsp;=20  
&gt;samples<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; latent because of track 1 now =  
faderworks=20  
just SUBTRACTS that 64 =3D<BR>&gt;=3D3D<BR>&gt;&nbsp; =  
&gt;samples<BR>&gt;&nbsp;=20  
&gt;&nbsp; for this track !!<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
Anyone understood what I typed in here ? :)<BR>&gt;&nbsp; &gt;&nbsp;=20  
Regards,<BR>&gt;&nbsp; &gt;&nbsp; Dimitrios=3D3D20<BR>&gt;&nbsp;=20  
&gt;<BR>&gt;&nbsp; &gt;&nbsp; eff H &lt;<A=20  
href=3D"mailto:jkhoover@excite.com">jkhoover@excite.com</A>&gt;=20  
wrote:<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; Dimitrios<BR>&gt;&nbsp; &gt;&nbsp; =

&gt;<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; How does this function with plugins =  
inside a=20  
wrapper, for =3D<BR>&gt;example=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; =  
&gt;autotune=20  
wrapped inside FFX4?<BR>&gt;&nbsp; &gt;&nbsp; &gt;<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;JH<BR>&gt;&nbsp; &gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;&nbsp;=20  
&gt;wrote:<BR>&gt;&nbsp; &gt;&nbsp; &gt;&gt; I tried the beta1 and it =  
is=20  
marvelous.<BR>&gt;&nbsp; &gt;&nbsp; &gt;&gt; It holds 64 presets with=20  
latencies so you can just click the =  
on<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp;=20  
&gt;button<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; anytime<BR>&gt;&nbsp; &gt;&nbsp; =  
&gt;&gt;=20  
you load the plugin...<BR>&gt;&nbsp; &gt;&nbsp; &gt;&gt;=20  
Regards,<BR>&gt;&nbsp; &gt;&nbsp; &gt;&gt; Dimitrios<BR>&gt;&nbsp;=20  
&gt;<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;I choose =  
Polesoft=20  
Lockspam to fight spam, and you?<BR>&gt;&nbsp;=20  
&gt;http://www.polesoft.com/refer.html&nbsp;=3D20<BR>&gt;&nbsp;=20  
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size=3D3D3D2&gt;Dimitrios,&lt;/FONT&gt;&lt;/ DIV&gt; <BR>&gt;&nbsp;=20  
&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial size=3D3D3D2&gt;This all =  
makes=20  
sense.&nbsp; Thank you<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp;=20  
&gt;for=3D3D20<BR>&gt;&nbsp; &gt;that.&nbsp; Now do=20  
the&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&lt;/DIV&gt;&lt;/FONT=20  
face=3D3D3DArial size=3D3D3D2&gt;Paris automation lines still =  
=3D<BR>&gt;work on=20  
=3D3D<BR>&gt;&nbsp; &gt;plugins that=3D3D20<BR>&gt;&nbsp; &gt;are=20  
being&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&lt;/DIV&gt;&lt;/FONT=20  
face=3D3D3DArial size=3D3D3D2&gt;compensated for with =  
Faderworks<BR>=3D<BR>&gt;or is=20  
=3D3D<BR>&gt;&nbsp; &gt;the gui=3D3D20<BR>&gt;&nbsp;=20  
&gt;scree?&lt;/FONT&gt;&lt;/DIV&gt;<BR >&gt;&nbsp; =  
&gt;&lt;/DIV&gt;&lt;/FONT=20  
face=3D3D3DArial size=3D3D3D2&gt;Meaning the time is =  
=3D3D<BR>&gt;&nbsp;=20  
&gt;offset?&lt;/FONT&gt;&lt;/DIV&gt;<BR >&gt;&nbsp; =  
&gt;&lt;/DIV&gt;&lt;/FONT=20  
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&lt;/DIV&gt;<BR>&gt;&nbsp;=20  
&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial size=3D3D3D2&gt;When using =  
stereo=20  
instances of =3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;Faderworks do=20  
you=3D3D20<BR>&gt;&nbsp; =  
&gt;actually&lt;/FONT&gt;&lt;/DIV&gt;<BR >&gt;&nbsp;=20  
&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial size=3D3D3D2&gt;hit the =  
'Stereo X box" in=20  
the =3D<BR>&gt;Paris =3D3D<BR>&gt;&nbsp; &gt;plugin gui =  
or=3D3D20<BR>&gt;&nbsp;=20  
&gt;assign another&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20  
&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial size=3D3D3D2&gt;mono instance =  
for the=20  
adjacent =3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;channel?&nbsp; =  
This=3D3D20<BR>&gt;&nbsp;=20  
&gt;has caused trouble &lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20  
&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial size=3D3D3D2&gt;in my =  
experience=20  
&lt;/FONT&gt;&lt;/FONT =3D<BR>&gt;=3D3D<BR>&gt;&nbsp;=20  
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mono/stereo=20  
combinations and Paris.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20

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&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&lt;/DIV&gt;&lt;FONT face=3D3D3DArial=20  
size=3D3D3D2&gt;Thanks for your answers and=20  
when<BR>=3D<BR>&gt;should<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &gt;it=20  
be=3D3D20<BR>&gt;&nbsp; =  
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&gt;&lt;/DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;I'm=20  
ready!&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&lt;/DIV&gt;&lt;FONT=20  
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&lt;/DIV&gt;<BR>&gt;&nbsp;=20  
&gt;&lt;/DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;Tom=20  
&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&lt;/DIV&gt;&lt;FONT =  
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size=3D3D3D2&gt;&lt;/FONT&gt; &lt;/DIV&gt;<BR>&gt;&nbsp;=20  
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0px"&gt;<BR>&gt;&nbsp;=20  
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@otenet.gr"&gt;musurgio@otenet.gr&lt;/A</A>&gt;&gt;=20  
wrote<BR>=3D<BR>&gt;in =3D3D<BR>&gt;&nbsp; =  
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&lt;BR>&gt;O</A>=3D<BR>&gt;&gt;K&lt;B=3D3D<BR>&gt;&nbsp;=20  
&gt;&lt;R&gt;I=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; thought I already explained =  
but maybe=20  
I did not use the right words<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp;=20  
&gt;for&lt;BR>&gt;it=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; =  
)&lt;BR>&gt;&lt;BR>&gt;You=20  
put faderworks on one of the native slots (you have=20  
=3D<BR>&gt;four<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
right?)&lt;BR>&gt;I put it on the first one.&lt;BR>&gt;Then whatever you =  
put on=20  
=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;other slots=3D3D20<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
does not matter because faderworks&lt;BR>&gt;always does what is=20  
=3D<BR>&gt;supposed<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; =  
&gt;to=3D3D20<BR>&gt;&nbsp;=20

&nbsp; do.<BR>&nbsp; Tom, yes why should you use =  
 sampleslide when=20  
 Faderworks<BR>=3D<BR>&nbsp;has<BR>&nbsp;=3D3D<BR>&nbsp;&nbsp;=20  
 &nbsp;been=3D3D20<BR>&nbsp;&nbsp; &nbsp; written<BR>&nbsp;to do this =  
 for us only=20  
 BETTER !<BR>&nbsp;1. You put =3D3D<BR>&nbsp;=20  
 &nbsp;faderworks=3D3D20<BR>&nbsp;&nbsp; &nbsp; 1in/1out on every Paris =  
 audio=20  
 track.<BR>&nbsp;2. If you wanna use a =3D<BR>&nbsp;stereo =  
 =3D3D<BR>&nbsp;&nbsp;=20  
 &nbsp;pair of=3D3D20<BR>&nbsp;&nbsp; &nbsp; tracks the put the =  
 2in/2out=20  
 faderworks.<BR>&nbsp;3. I made a Default =  
 =3D<BR>&nbsp;project<BR>&nbsp;&nbsp;=20  
 =3D3D<BR>&nbsp;&nbsp; &nbsp; with 64=3D3D20<BR>&nbsp;&nbsp; &nbsp; (4 =  
 cards)=20  
 faderworks instances already<BR>&nbsp;loaded so no =  
 hassle=3D3D20<BR>&nbsp;&nbsp;=20  
 &nbsp;thereafter...<BR>&nbsp;4. If you make a list with plugins =  
 and=20  
 latencies =3D<BR>&nbsp;(64<BR>&nbsp;&nbsp; =3D3D<BR>&nbsp;&nbsp; &nbsp;for=20  
 now=3D3D20<BR>&nbsp;&nbsp; &nbsp; is more than<BR>&nbsp;enough) =  
 these will be=20  
 remembered with every =3D<BR>&nbsp;new=3D3D20<BR>&nbsp;&nbsp; &nbsp;=20  
 project.<BR>&nbsp;Just remember to have the button in the OFF=20  
 =3D<BR>&nbsp;state.<BR>&nbsp;5. =3D3D<BR>&nbsp;&nbsp; &nbsp;Even =  
 if=3D3D20<BR>&nbsp;&nbsp;=20  
 &nbsp;you use FFX4 and/or chainer or other wrpper on other slots=20  
 =3D3D<BR>&nbsp;&nbsp; &nbsp;faderworks<BR>&nbsp;will=3D3D20<BR>&nbsp;&nbsp; =  
 &nbsp;=20  
 do whatever is asked to do.<BR>&nbsp;6 HERE IS HOW IT ACTUALLY=20  
 =3D<BR>&nbsp;WORKS:<BR>&nbsp;The<BR>&nbsp;&nbsp; =3D3D<BR>&nbsp;&nbsp;=20  
 &nbsp;default=3D3D20<BR>&nbsp;&nbsp; &nbsp; status of the plugin =  
 is&nbsp; to=20  
 ignore the latency status for =3D3D<BR>&nbsp;&nbsp;=20  
 &nbsp;the<BR>&nbsp;track=3D3D20<BR>&nbsp;&nbsp; &nbsp; you are putting =  
 the=20  
 plugin.<BR>&nbsp;For instance.<BR>&nbsp;&nbsp;A. You put a=20  
 =3D<BR>&nbsp;waves<BR>&nbsp;&nbsp; =3D3D<BR>&nbsp;&nbsp; =  
 &nbsp;renvox=3D3D20<BR>&nbsp;&nbsp;=20  
 &nbsp;on track 1 on slot two either standalone or =  
 from<BR>&nbsp;withing=20  
 the =3D<BR>&nbsp;FFX4 =3D3D<BR>&nbsp;&nbsp; &nbsp;or=3D3D20<BR>&nbsp;&nbsp; =  
 &nbsp;=20  
 chainer...<BR>&nbsp;Now the actual latency this plugin introduces is=20  
 =3D<BR>&nbsp;64=3D3D20<BR>&nbsp;&nbsp; &nbsp; samples.<BR>&nbsp;That =  
 MEANS that=20  
 all other Paris audio tracks are 64 =3D3D<BR>&nbsp;&nbsp; &nbsp; samples=20



ahead of track 1 or if you =  
 like ,track=20  
 1 is 64 sample latent.<br>NOW =3D<br>=3D3D<br>=>having=20  
 in=3D3D20<br>=> mind that you have put Faderworks =  
 on every=20  
 track then BY =3D3D<br>=> JUST<br>=>pushing=20  
 the=3D3D20<br>=> ON button track 1 of the Waves =  
 renvox preset=20  
 then =3D<br>=>Faderworks<br>=>DELAYS<br>=> =  
 =3D3D<br>=>=20  
 >all=3D3D20<br>=> other Paris audio tracks by 64 =  
 samples=20  
 LEAVING intact the =3D3D<br>=> audio<br>=>track 1=20  
 for=3D3D20<br>=> which faderworks ignores the=20  
 latency.<br>OVERALL latency is =  
 =3D<br>=>displayed<br>=>=20  
 =3D3D<br>=> on every=3D3D20<br>=> track =  
 too=20  
 !!<br>=>It even substract latency !!!!<br>=>So by putting a=20  
 =3D<br>=>=3D3D<br>=> waves=3D3D20<br>=> =  
 > rencomp (64=20  
 samples) on track 2 that does NOT mean<br>=>that=20  
 =3D<br>=>faderworks<br>=>=3D3D<br>=>=20  
 >will=3D3D20<br>=> delay all others again by 64 =  
 samples !=20  
 , thus overall<br>=>latency =3D<br>=>WILL<br>=> =  
 =3D3D<br>=>=20  
 >REMAIN=3D3D20<br>=> at 64 samples, ONLY track 2 =  
 which was=20  
 already 64 samples<br>=>latent<br>=>=3D<br>=>=3D3D<br>=> =  
 >because=20  
 of=3D3D20<br>=> track 1 now faderworks just =  
 SUBTRACTS that=20  
 64 samples<br>=>for this<br>=>=3D<br>=>=3D3D<br>=>=20  
 >track=3D3D20<br>=> !!<br>=><br>=>Anyone =

understood what I typed in here ? =3D3D<br>=>=20  
 >)<br>=>Regards,<br>=>Dimitrios=3D3D20 <br>=> =  
 >=20  
 <br>=>eff H <br>=>A=3D3D20<br>=> =  
 href=3D3D3D"<A=20  
 =  
 href=3D'mailto:jkhoover@excite.com">jkhoover@excite.com</A>=>=3D3D20'>mail=  
 to:jkhoover@excite.com">jkhoover@excite.com</A>=>=3D3D20</A><B=  
 R>=>=20  
 >= =  
 wrote:<br>=>Dimitrios<br>=>& amp;gt;<br>=>How does=20



face=Arial size=20</FONT> =  
</DIV><BR></DIV><FONT=20  
face=Arial size=20>The king of stupid=20  
=<BR></FONT></DIV> <BR></DIV>=20  
</DIV><BR></DIV><FONT face=Arial=20  
size=20>Tom</FONT></DIV> <BR></DIV><FONT=20  
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PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR></BORDER-LEFT: #000000 =  
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MARGIN-RIGHT: 0px\"><BR>&nbsp; </DIV><\"Dimitrios\"=20  
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&BR&Dear</A>=3D<BR>&=3D20<BR>&nbsp;=20  
Tom,&BR&This is just a plugin so the latencies are just added=20  
=3D<BR>&afterall.&BR&So=3D20<BR>&nbsp; the automation =  
could be made=20  
before doing any faderworks job and=20  
=3D<BR>&then&BR&after=3D20<BR>&nbsp; putting all plugins =  
with their=20  
latencies you just look at the=3D20<BR>&nbsp; =  
overall&BR&latency and=20  
offset the automation for that amount.&BR&I =3D<BR>&don't=20  
know=3D20<BR>&nbsp; when this will be=20  
=  
released...&BR&Regards,&BR&Dimitrios&BR&&BR& "Tom =  
=3D<BR>&Bruhl\"=3D20<BR>&nbsp; &&A href=3D\"<A=20  
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his=20

all makes sense. Thank you for that. Now do the Paris automation lines work on plugins that are being compensated for with Faderworks or is the gui still = screwy? Meaning = the time is offset? When using = stereo = instances of Faderworks do you actually hit the "Stereo X = box" in the Paris plugin gui or assign another mono instance for the = adjacent = channel? This has caused trouble in my = experience with = mono/stereo combinations and Paris. Thanks for your answers and = when should it be available? I'm = ready! To m= & "Dimitrios" = <mailto:musurgio@otenet.gr> wrote in = message = news:480cbb3a\$1@linux...&nbsp; OK = I = thought I = already explained = but maybe I did not use the right = words for = it = )&nbsp; You = faderworks on one of the native slots (you have four = right?)&nbsp; I = put it on = the first = one.&nbsp; Then whatever you put on other = slots = it = does not matter because = faderworks & always = does what = is = supposed to = do.&nbsp; Tom, yes =

why should you use `>sampleslide=20</code> when Faderworks has been <BR><code><code>written</code>& ;</code> to do this <BR><code>for us=20</code> only <BR><code>&nbsp;</code> BETTER !</code><code><code></code></code> ; 1. You put <code>1in/1out</code> on every <BR><code>Paris=20</code></code> audio track. <code><code></code></code> ; 2. If you wanna use a stereo pair of tracks <code><code></code></code> the put <code>2in/2out=20</code> the <code>2in/2out=20</code> faderworks. <code><code></code></code> ; 3. I made a Default <code><code></code></code> <code><code></code></code> project <code>project=20</code> with 64 (4 cards) faderworks instances <code><code></code></code> <code><code></code></code> already <code>& ;</code></code> loaded <code>=20</code> so no hassle thereafter... <code><code></code></code> ; 4. If you make a list with <code><code></code></code> plugins <code>plugins=20</code> and latencies (64 for now is more <code>=20</code> than <code><code></code></code> ; <code><code></code></code> enough) <code>=20</code> these <code>=20</code> will be remembered with every new <code>=20</code> project. <code><code></code></code> Just remember <code><code></code></code> to have <code>=20</code> the button in the OFF state. <code><code></code></code> ; 5. Even if you use <code>FFX4=20</code> <code><code></code></code> and/or <code>=20</code> chainer or other wrapper on other <code>=20</code> <code><code></code></code> slots <code>=20</code> faderworks <code><code></code></code> will do whatever is asked to do. <code><code></code></code> ; 6 HERE <code>=20</code> IS HOW IT <code><code></code></code> ACTUALLY <code>=20</code> WORKS: <code><code></code></code> The <code>=20</code> default status of the plugin is <code><code></code></code> to <code><code></code></code> ignore the <code>=20</code> latency status for <code>=20</code> the <code><code></code></code> track you <code>=20</code> are <code><code></code></code> putting the <code>=20</code> plugin. <code><code></code></code> For <code>=20</code> instance. <code><code></code></code> A. You put a <code>=20</code> <code><code></code></code> waves <code>=20</code> revox on track 1 on slot two <code>=20</code> either <code>=20</code> standalone <code>=20</code> or <code>=20</code> from <code><code></code></code> withing the <code>=20</code> FFX4 or <code>=20</code> <code><code></code></code> chainer... <code><code></code></code> Now the actual <code>=20</code> latency <code>=20</code> this plugin introduces is 64 <code><code></code></code> samples. <code><code></code></code>`

=3D20<BR>&gt;&nbsp;=20  
 That MEANS that all other Paris audio tracks are 64 samples ahead=20  
 of=3D20<BR>&gt;&nbsp; =3D3D&lt;BR&gt;&gt;track&lt;BR&gt;&g t;&nbsp;=20  
 or if you=20  
 like ,track 1 is 64 sample=3D20<BR>&gt;&nbsp; =  
 latent.&lt;BR&gt;&gt;&nbsp; NOW=20  
 having in mind that you have put Faderworks =3D<BR>&gt;on =  
 every=3D20<BR>&gt;&nbsp;=20  
 track then BY&lt;BR&gt;=3D3D&lt;BR&gt;&gt;JUST& lt;BR&gt;&gt;&nbsp; =  
 pushing the=20  
 ON button =3D<BR>&gt;track 1 of=3D20<BR>&gt;&nbsp; the Waves renvox =  
 preset then=20  
 =3D3D&lt;BR&gt;&gt;Faderworks&lt;BR&gt;& amp;gt;&nbsp; =3D<BR>&gt;DELAYS=20  
 all=3D20<BR>&gt;&nbsp; other Paris audio tracks by 64 samples LEAVING =  
 intact=20  
 the=3D20<BR>&gt;&nbsp; =3D3D&lt;BR&gt;&gt;audio&lt;BR&gt;&g t;&nbsp; =  
 track 1 for=20  
 which faderworks ignores =3D<BR>&gt;the=3D20<BR>&gt;&nbsp;=20  
 latency.&lt;BR&gt;&gt;&nbsp; OVERALL latency is displayed on every =  
 track too=20  
 =3D<BR>&gt;<BR>&gt;&nbsp; !!&lt;BR&gt;&gt;&nbsp; It even subtract =  
 latency=20  
 !!!&lt;BR&gt;&gt;&nbsp; So by =3D<BR>&gt;putting a=3D20<BR>&gt;&nbsp; =  
 waves=20  
 rencomp (64 samples) on track 2 that does NOT=3D20<BR>&gt;&nbsp;=20  
 =3D3D&lt;BR&gt;&gt;mean&lt;BR&gt;&gt; ;&nbsp; that faderworks will delay =  
 all=20  
 others =3D<BR>&gt;again by 64=3D20<BR>&gt;&nbsp; samples !! , thus=20  
 =3D3D&lt;BR&gt;&gt;overall&lt;BR&gt;& amp ;gt;&nbsp; latency WILL REMAIN =  
 =3D<BR>&gt;at=20  
 64=3D20<BR>&gt;&nbsp; samples, ONLY track 2 which was already 64=20  
 =3D<BR>&gt; &gt;=3D3D&lt;BR&gt;&gt;samples&lt;BR&gt;& amp ;gt;&gt; =  
 =3D20<BR>&gt;&nbsp; latent=20  
 because of track 1 now faderworks just SUBTRACTS that =  
 64=3D20<BR>&gt;&nbsp;=20  
 =3D3D&lt;BR&gt;&gt;samples&lt;BR&gt;& amp ;gt;&nbsp; for this track=20  
 =3D<BR>&gt; &gt;!!&lt;BR&gt;&gt;&lt;BR&gt;&g t;&nbsp; =  
 Anyone=3D20<BR>&gt;&nbsp;=20  
 understood what I typed in here ? :)&lt;BR&gt;&gt;&nbsp;=20  
 =3D<BR>&gt;Regards,&lt;BR&gt;&gt; =3D20<BR>&gt;&nbsp;=20  
 Dimitrios=3D3D20&lt;BR&gt;&gt;&lt;BR&gt;& >&nbsp; eff H=20  
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 wrote:&lt;BR&gt;&gt;&nbsp; &gt;Dimitrios&lt;BR&gt;&gt;&nbsp;=20  
 &gt;&lt;BR&gt;&gt;&nbsp; =3D<BR>&gt;&gt;How=3D20<BR>&gt;&nbsp; does =

this function=20  
 with plugins inside a wrapper, for =  
 =3D<BR>&gt;example=3D3D20&lt;BR&gt;&gt;=20  
 =3D20<BR>&gt;&nbsp; &gt;autotune wrapped inside =  
 FFX4?&lt;BR&gt;&gt;&nbsp;=20  
 &gt;&lt;BR&gt;&gt; =3D20<BR>&gt;&nbsp; &gt;JH&lt;BR&gt;&gt;&nbsp;=20  
 &gt;&lt;BR&gt;&gt;&nbsp; &gt;wrote:&lt;BR&gt;&gt;&nbsp; =  
 =3D<BR>&gt;&gt;=20  
 l=3D20<BR>&gt;&nbsp; tried the beta1 and it is =  
 marvelous.&lt;BR&gt;&gt;&nbsp;=20  
 &gt;&gt; It holds =3D<BR>&gt;64=3D20<BR>&gt;&nbsp; presets with =  
 latencies so you=20  
 can just click the on=3D20<BR>&gt;&nbsp;=20  
 =3D3D&lt;BR&gt;&gt;button&lt;BR&gt;&gt; &gt;&nbsp; =  
 anytime&lt;BR&gt;&gt;&nbsp;=20  
 &gt;&gt; you =3D<BR>&gt;load the=3D20<BR>&gt;&nbsp; =  
 plugin...&lt;BR&gt;&gt;&nbsp;=20  
 &gt;&gt; Regards,&lt;BR&gt;&gt;&nbsp; &gt;&gt;=3D20<BR>&gt;&nbsp;=20  
 Dimitrios&lt;BR&gt;&gt;&lt;BR&gt;&gt; ;&lt;BR&gt;&gt;&lt;BR&gt;&gt;I =  
 choose=20  
 Polesoft Lockspam to =3D<BR>&gt;fight=3D20<BR>&gt;&nbsp; spam, and=20  
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 face=3D3D3DArial size=3D3D3D2&gt;This all makes sense.&nbsp; Thank=20  
 you=3D20<BR>&gt;&nbsp; =  
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work on=20  
=3D3D&lt;BR>&gt;plugins=3D20<BR>&gt;&nbsp; =  
that=3D3D20&lt;BR>&gt;are=20  
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=3D<BR>&gt;=3D3D&lt;BR>&gt;Faderworks do=3D20<BR>&gt;&nbsp;=20  
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=3D<BR> &gt;you=3D3D20&lt;BR>&gt;actually&lt; /FONT>&lt;/DIV>&lt;B=  
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face=3D3D3DArial size=3D3D3D2&gt;hit the 'Stereo X box" in the Paris=20  
=3D<BR>&gt;=3D3D&lt;BR>&gt;plugin=3D20<BR >&gt;&nbsp; gui=20  
or=3D3D20&lt;BR>&gt;assign=3D20<BR>&gt;&nbsp;=20  
another&lt;/FONT>&lt;/DIV>&lt;BR&a mp;gt;&gt;&lt;/DIV>&lt;FONT=20  
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instance for the=20  
adjacent =3D3D&lt;BR>&gt;channel?&nbsp; =3D<BR>&gt;<BR>&gt;&nbsp;=20  
This=3D3D20&lt;BR>&gt;has caused trouble=3D20<BR>&gt;&nbsp;=20  
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=3D20<BR><<=20 thought I already explained but maybe I did not =  
use the=20  
right words=3D20<BR><<=20  
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=3D<BR><.><BR><<BR><You put=3D20<BR><<=20 faderworks =  
on one of=20  
the native slots (you have=3D20<BR><<=20  
four<BR><=3D3D<BR><< <BR><<=20  
right?)<BR><I put it=20

on the `<BR>&gt;first=3D20<BR>&gt;&nbsp;` one.<BR>&gt;Then whatever =  
 you put on=20  
`=3D3D<BR>&gt;&gt;other =3D<BR>&gt;slots=3D3D20<BR>&gt;&gt; =`  
`=3D20<BR>&gt;&nbsp;` it=20  
 does not matter because faderworks<BR>&gt;always does what=20  
 is=3D20<BR>&gt;&nbsp;=20  
 supposed<BR>&gt;=3D3D<BR>&gt;&gt;to= 3D3D20<BR>&gt;&gt;&nbsp;=20  
`=3D<BR>&gt;do.<BR>&gt;&lt;BR>&gt;Tom, yes why=3D20<BR>&gt;&nbsp;` =  
 should you use=20  
 sampleslide when Faderworks=3D20<BR>&gt;&nbsp;=20  
 has<BR>&gt;=3D3D<BR>&gt;&gt;been=3D3 D20<BR>&gt;&gt;&nbsp;=20  
 written<BR>&gt;to do this =3D<BR>&gt;for us only=3D20<BR>&gt;&nbsp; =  
 BETTER=20  
 !<BR>&gt;&lt;BR>&gt;1. You put=20  
`=3D<BR>&gt; &gt;=3D3D<BR>&gt;&gt;faderworks=3D3D20& ;lt;BR>&gt;&gt; =`  
`=3D20<BR>&gt;&nbsp;`=20  
 1in/1out on every Paris audio track.<BR>&gt;2. If you wanna use a=20  
`=3D<BR>&gt;stereo=3D20<BR>&gt;&nbsp;` =3D3D<BR>&gt;&gt;pair=20  
 of=3D3D20<BR>&gt;&gt;&nbsp; tracks the put the =  
 2in/2out=3D20<BR>&gt;&nbsp;=20  
 faderworks.<BR>&gt;3. I made a Default=20  
 project<BR>&gt;=3D3D<BR>&gt;&gt;with =3D20 <BR>&gt;&nbsp;=20  
 64=3D3D20<BR>&gt;&gt;&nbsp; (4 cards) faderworks instances=20  
`=3D<BR>&gt;already<BR>&gt;loaded so=3D20<BR>&gt;&nbsp;` no=20  
 hassle=3D3D20<BR>&gt;&gt;&nbsp; thereafter...<BR>&gt;4. If you =  
 make a=20  
`=3D<BR>&gt;list with=3D20<BR>&gt;&nbsp;` plugins and latencies=20  
 (64<BR>&gt;=3D3D<BR>&gt;&gt;for now=3D3D20<BR>&gt;&gt;&nbsp; is=20  
`=3D<BR>&gt;more=3D20<BR>&gt;&nbsp;` than<BR>&gt;enough) these will be =  
 remembered=20  
 with every =3D<BR>&gt;new=3D3D20<BR>&gt;&gt; =3D20<BR>&gt;&nbsp;=20  
 project.<BR>&gt;Just remember to have the button in the =  
 OFF=3D20<BR>&gt;&nbsp;=20  
 state.<BR>&gt;5. =3D3D<BR>&gt;&gt;Even =  
 if=3D3D20<BR>&gt;&gt;&nbsp; you use=20  
 FFX4 =3D<BR>&gt;and/or=3D20<BR>&gt;&nbsp; chainer or other wrpper on =  
 other=20  
 slots=3D20<BR>&gt;&nbsp;=20  
`=3D3D<BR>&gt;&gt;faderworks<BR>&gt;w ill=3D3D20<BR>&gt;&gt;&nbsp; =`  
 do whatever=20  
 is =3D<BR>&gt;asked to=3D20<BR>&gt;&nbsp; do.<BR>&gt;6 HERE IS HOW =  
 IT=20  
 ACTUALLY=3D20<BR>&gt;&nbsp;=20  
 =  
 WORKS:<BR>&gt;The<BR>&gt;=3D3D<BR>&gt;&gt;default=3D3D20<BR>&gt;&gt;=&=

status for=3D20<BR>&gt;&nbsp;=20  
 =3D3D&lt;BR&gt;&gt;&gt;the&lt;BR&gt;track=3D 3D20&lt;BR&gt;&gt;&nbsp; you =  
 are putting=20  
 the=3D20<BR>&gt;&nbsp; plugin.&lt;BR&gt;For =  
 instance.&lt;BR&gt;&lt;BR&gt;A. You=20  
 put a=3D20<BR>&gt;&nbsp;=20  
 waves&lt;BR&gt;=3D3D&lt;BR&gt;&gt;&nbsp;renvox =3D3D20&lt;BR&gt;&gt;&nbsp; on =  
 track 1 on=20  
 slot two =3D<BR>&gt;either=3D20<BR>&gt;&nbsp; standalone or =  
 from&lt;BR&gt;withing=20  
 the FFX4 =3D<BR> &gt;=3D3D&lt;BR&gt;&gt;or=3D3D20&lt;BR&gt;&nbsp;=20  
 =3D20<BR>&gt;&nbsp;=20  
 chainer...&lt;BR&gt;Now the actual latency this plugin introduces=20  
 is=3D20<BR>&gt;&nbsp; 64=3D3D20&lt;BR&gt;&gt;&nbsp; =  
 samples.&lt;BR&gt;That MEANS=20  
 that all other =3D<BR>&gt;Paris audio=3D20<BR>&gt;&nbsp; tracks are 64 =  
  
 =3D3D&lt;BR&gt;&gt;samples ahead=3D3D20&lt;BR&gt;&gt;&nbsp; of=20  
 =3D<BR>&gt;track&lt;BR&gt;1 or=3D20<BR>&gt;&nbsp; if you like ,track 1 =  
 is 64=20  
 sample latent.&lt;BR&gt;NOW =  
 =3D<BR>&gt;=3D3D&lt;BR&gt;&gt;having=3D20<BR >&gt;&nbsp;=20  
 in=3D3D20&lt;BR&gt;&gt;&nbsp; mind that you have put Faderworks on =  
 every track=20  
 =3D<BR>&gt;then BY=3D20<BR>&gt;&nbsp; =  
 =3D3D&lt;BR&gt;&gt;JUST&lt;BR&gt;pushing =20  
 the=3D3D20&lt;BR&gt;&gt;&nbsp; ON button =3D<BR>&gt;track 1 of=20  
 the=3D20<BR>&gt;&nbsp; Waves renvox preset then=3D20<BR>&gt;&nbsp;=20  
 =  
 Faderworks&lt;BR&gt;DELAYS&lt;BR&gt;=3D3D&am p;lt;BR&gt;&gt;all=3D3D20&lt;BR&gt;g=  
 t;&gt;&nbsp;=20  
 other =3D<BR>&gt;Paris audio=3D20<BR>&gt;&nbsp; tracks by 64 samples =  
 LEAVING=20  
 intact the =3D<BR> &gt;=3D3D&lt;BR&gt;&gt;audio&lt;BR&gt;t;track =  
 1=3D20<BR>&gt;&nbsp;=20  
 for=3D3D20&lt;BR&gt;&gt;&nbsp; which faderworks ignores the=20  
 =3D<BR>&gt;latency.&lt;BR&gt;OVERALL=3D20<BR>&gt;&nbsp; latency is=20  
 displayed&lt;BR&gt;=3D3D&lt;BR&gt;&gt;on =  
 every=3D3D20&lt;BR&gt;&gt;&nbsp; track=20  
 =3D<BR>&gt;too=3D20<BR>&gt;&nbsp; !!&lt;BR&gt;It even substract =  
 latency=20  
 !!!!&lt;BR&gt;So by putting a=3D20<BR>&gt;&nbsp;=20  
 =3D3D&lt;BR&gt;&gt;waves=3D3D20&lt;BR&gt; ;&gt;&nbsp; rencomp (64 =  
 samples) on track=20  
 2 =3D<BR>&gt;that does NOT=3D20<BR>&gt;&nbsp; mean&lt;BR&gt;that=20  
 faderworks&lt;BR&gt;=3D3D&lt;BR&gt;&gt;w ill=3D3D20&lt;BR&gt;&gt;&nbsp; =  
  
 =3D<BR>&gt;delay all=3D20<BR>&gt;&nbsp; others again by 64 samples !! =

, thus=20  
overall<br>latency=3D20<br>&gt;&nbsp;=20  
WILL<br>=<br>&gt;REMAIN= 3D3D20<br>&gt;&nbsp; at =  
64 samples,=20  
ONLY track =3D<br>&gt;2 which was=3D20<br>&gt;&nbsp; already 64=20  
samples<br>latent =3D3D<br>&gt;&gt;because=20  
=3D<br>&gt;of=3D3D20<br>&gt;&gt;&nbsp; track=3D20<br>&gt;&nbsp; 1 =  
now faderworks=20  
just SUBTRACTS that 64 samples<br>for this=3D20<br>&gt;&nbsp;=20  
=3D3D<br>&gt;&gt;track=3D3D20<br>&gt; ;&gt;&nbsp; =  
!!<br>&gt;&gt;Anyone=20  
=3D<br>&gt;understood what l=3D20<br>&gt;&nbsp; typed in here =  
?=3D20<br>&gt;&nbsp;=20  
=  
=3D3D<br>&gt;&gt;)<br>Regards,& amp;<br>Dimitrios=3D3D20<br>&gt;&gt;  
t;&gt;=20  
=3D20<br>&gt;&nbsp; &lt;br>&gt;eff H =  
&lt;&lt;A=3D3D20<br>&gt;&gt;&nbsp; =20  
href=3D3D3D"&lt;A=3D20<br>&gt;&nbsp;=20  
=  
=3D<br>&gt;href=3D3D'mailto:jkhoover@excite.com"&gt;jkhoover@excite.com&l=  
t;/A&gt;&gt;=3D3D20'&gt;mailto=3D<br>&gt;:jkhoover@excite.com"&gt;jkhoove=  
r@excite.com &lt;/A&gt;&gt;=3D3D20<br>&gt;&lt;/B R&gt;&amp;g=3D <br>&gt;t; =  
  
=3D20<br>&gt;&nbsp; =  
wrote:<br>&gt;Dimitrios<br>& amp;gt;&lt;br>&gt;How=20  
does this =3D<br>&gt;<br>&gt;&nbsp; function with=20  
=3D3D<br>&gt;&gt;plugins=3D3D20<br>&gt; ;&gt;&nbsp; inside a =  
wrapper,=20  
=3D<br>&gt;for example=3D20<br>&gt;&nbsp; &lt;br>&gt;autotune =  
wrapped=20  
inside=3D3D20<br>&gt;&gt; =3D20<br>&gt;&nbsp;=20  
=  
=3D<br>&gt; &gt;FFX4?&lt;br>&gt;&gt;&lt;br>& amp;gt;JH<br>&gt;&gt;&lt;br>&gt;=20  
&gt;wrote:&lt;br>=3D<br>&gt;&gt;&gt;=3D20 <br>&gt;&nbsp;=20  
I tried the =3D3D<br>&gt;&gt;beta1=3D3D20<br>&gt; ;&gt;&nbsp; and it =  
  
is=3D20<br>&gt;&nbsp; marvelous.&lt;br>&gt;&gt;&gt; It holds 64 presets =  
with=20  
latencies so=3D20<br>&gt;&nbsp; =3D3D<br>&gt;&gt;you=20  
can=3D3D20<br>&gt;&gt;&nbsp; just click the on=3D20<br>&gt;&nbsp;=20  
button<br>anytime<br>&gt;& amp;gt; you load=20  
=3D<br>&gt;the=3D3D20<br>&gt;&gt; =3D20<br>&gt;&nbsp; =  
plugin...&lt;br>&gt;&gt;&gt;=20  
Regards,&lt;br>&gt;&gt;&gt;=3D20<br>&gt;&nbsp;=20  
=  
Dimitrios<br>&lt;/BLOCKQUOTE&gt;&lt;/DIV&gt;&lt;/FONT=3D=  
20<br>&gt;&nbsp;=20

size=3D3D3D2&gt;&lt;BR&gt;&lt;BR&gt;I choose Polesoft Lockspam to =  
fight=20  
=3D<BR>&gt;spam,=3D20<BR>&gt;&nbsp;=20  
=  
=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;and=3D3D20&lt;BR& & amp;gt;&gt;you?&lt;BR&gt;&lt;A=  
=3D3D20&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20 <BR>&gt;&nbsp;=20  
=  
=3D<BR>&gt;href=3D3D"http://www.polesoft.com/refer.html"&gt;http://www.po=  
lesoft.com/refer=3D<BR>&gt;'&gt;http://www.polesoft.com/refer.html"&gt;ht=  
tp://www.polesoft.com/refer&lt;/A=3D<BR>&gt;&gt;=3D3D&lt;BR&gt;&gt;.html&=  
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;/HTML&gt;<BR>&gt;<BR>&gt;<BR></BLOCKQUOTE ></BODY></HTML>  
  
-----=\_NextPart\_000\_000E\_01C8A569.59D1CD10--

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---

Subject: Re: Faderworks explained !!!  
Posted by [Rod Lincoln](#) on Wed, 23 Apr 2008 22:06:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That won't work  
"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>  
>  
>Dimitrios,  
>  
>I'll try it but I don't think that works.  
>  
>Tom  
> "Dimitrios" <musurgio@otenet.gr> wrote in message =  
>news:480fa340\$1@linux...  
>  
> Dear Tom,  
> Maybe if you highlight in the automation editor everything and just =  
>nudge  
> back ?  
> Regards,  
> Dimitrios  
>  
> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
> >  
> >  
> >D.,  
> >

> >How do you offset the automation after it's been written?  
> >  
> >The king of stupid questions.  
> >  
> >Tom  
> >  
> >  
> >  
> > "Dimitrios" <musurgio@otenet.gr> wrote in message =3D  
> >news:480f206e\$1@linux...  
> >  
> > Dear Tom,  
> > This is just a plugin so the latencies are just added afterall.  
> > So the automation could be made before doing any faderworks job and  
=  
>=3D  
> >then  
> > after putting all plugins with their latencies you just look at the  
=  
>=3D  
> >overall  
> > latency and offset the automation for that amount.  
> > I don't know when this will be released...  
> > Regards,  
> > Dimitrios  
> >  
> > "Tom Bruhl" <arpeggio@comcast.net> wrote:  
> > >  
> > >  
> > >Dimitrios,  
> > >This all makes sense. Thank you for that. Now do the  
> > >Paris automation lines still work on plugins that are being  
> > >compensated for with Faderworks or is the gui screwy?  
> > >Meaning the time is offset?  
> > >  
> > >When using stereo instances of Faderworks do you actually  
> > >hit the 'Stereo X box" in the Paris plugin gui or assign another  
> > >mono instance for the adjacent channel? This has caused =  
> > >trouble=3D3D20  
> > >in my experience with mono/stereo combinations and Paris.  
> > >  
> > >Thanks for your answers and when should it be available?  
> > >I'm ready!  
> > >  
> > >Tom=3D3D20  
> > >  
> > > "Dimitrios" <musurgio@otenet.gr> wrote in message =3D3D  
> > >news:480cbb3a\$1@linux...

> > >  
> > > OK  
> > > I thought I already explained but maybe I did not use the right  
=  
>=3D  
> >words  
> > =3D3D  
> > >for  
> > > it :)  
> > >  
> > > You put faderworks on one of the native slots (you have four =3D  
> >right?)  
> > > I put it on the first one.  
> > > Then whatever you put on other slots it does not matter because  
=  
>=3D3D  
> > >faderworks  
> > > always does what is supposed to do.  
> > >  
> > > Tom, yes why should you use sampleslide when Faderworks has been  
=  
>=3D  
> >=3D3D  
> > >written  
> > > to do this for us only BETTER !  
> > >  
> > > 1. You put faderworks 1in/1out on every Paris audio track.  
> > > 2. If you wanna use a stereo pair of tracks the put the 2in/2out  
=  
>=3D  
> >=3D3D  
> > >faderworks.  
> > > 3. I made a Default project with 64 (4 cards) faderworks =  
>instances  
> =3D  
> >=3D3D  
> > >already  
> > > loaded so no hassle thereafter...  
> > > 4. If you make a list with plugins and latencies (64 for now is  
=  
>=3D  
> >more =3D3D  
> > >than  
> > > enough) these will be remembered with every new project.  
> > > Just remember to have the button in the OFF state.  
> > > 5. Even if you use FFX4 and/or chainer or other wrpper on other  
=  
>=3D

> >slots  
 > > =3D3D  
 > > >faderworks  
 > > > will do whatever is asked to do.  
 > > > 6 HERE IS HOW IT ACTUALLY WORKS:  
 > > > The default status of the plugin is to ignore the latency =  
 >status =3D  
 > >for  
 > > =3D3D  
 > > >the  
 > > > track you are putting the plugin.  
 > > > For instance.  
 > > >  
 > > > A. You put a waves revox on track 1 on slot two either =  
 >standalone  
 > =3D  
 > >or  
 > > =3D3D  
 > > >from  
 > > > withing the FFX4 or chainer...  
 > > > Now the actual latency this plugin introduces is 64 samples.  
 > > > That MEANS that all other Paris audio tracks are 64 samples =  
 >ahead =3D  
 > >of =3D3D  
 > > >track  
 > > > 1 or if you like ,track 1 is 64 sample latent.  
 > > > NOW having in mind that you have put Faderworks on every track =  
 >then  
 > =3D  
 > >BY  
 > > =3D3D  
 > > >JUST  
 > > > pushing the ON button track 1 of the Waves revox preset then =  
 >=3D3D  
 > > >Faderworks  
 > > > DELAYS all other Paris audio tracks by 64 samples LEAVING intact  
 =  
 >=3D  
 > >the =3D3D  
 > > >audio  
 > > > track 1 for which faderworks ignores the latency.  
 > > > OVERALL latency is displayed on every track too !!  
 > > > It even substract latency !!!!  
 > > > So by putting a waves rencomp (64 samples) on track 2 that does  
 =  
 >NOT  
 > =3D  
 > >=3D3D



> > >mean  
> > > that faderworks will delay all others again by 64 samples !! , =  
>thus  
> =3D  
> >=3D3D  
> > >overall  
> > > latency WILL REMAIN at 64 samples, ONLY track 2 which was =  
>already =3D  
> >64 =3D3D  
> > >samples  
> > > latent because of track 1 now faderworks just SUBTRACTS that 64  
=  
>=3D  
> >=3D3D  
> > >samples  
> > > for this track !!  
> > >  
> > > Anyone understood what I typed in here ? :)  
> > > Regards,  
> > > Dimitrios=3D3D20  
> > >  
> > > eff H <jkhoover@excite.com> wrote:  
> > > >Dimitrios  
> > > >  
> > > >How does this function with plugins inside a wrapper, for =3D  
> >example=3D3D20  
> > > >autotune wrapped inside FFX4?  
> > > >  
> > > >JH  
> > > >  
> > > >wrote:  
> > > >> I tried the beta1 and it is marvelous.  
> > > >> It holds 64 presets with latencies so you can just click the  
=  
>on  
> =3D  
> >=3D3D  
> > >button  
> > > anytime  
> > > >> you load the plugin...  
> > > >> Regards,  
> > > >> Dimitrios  
> > >  
> > >  
> > >  
> > >I choose Polesoft Lockspam to fight spam, and you?  
> > ><http://www.polesoft.com/refer.html> =3D20  
> > >

```

> > ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> > ><HTML><HEAD>
> > ><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
>=3D3D
> > > charset=3D3D3Diso-8859-1">
> > ><META content=3D3D3D"MSHTML 6.00.2900.2180" name=3D3D3DGENERATOR>
> > ><STYLE></STYLE>
> > ></HEAD>
> > ><BODY bgColor=3D3D3D#ffffff>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Dimitrios,</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>This all makes sense. =
>Thank you
> =3D
> >=3D3D
> > >for=3D3D20
> > >that. Now do the</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Paris automation lines =
>still =3D
> >work on =3D3D
> > >plugins that=3D3D20
> > >are being</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>compensated for with =
>Faderworks
> =3D
> >or is =3D3D
> > >the gui=3D3D20
> > >screwey?</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Meaning the time is =3D3D
> > >offset?</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>When using stereo =
>instances of =3D
> >=3D3D
> > >Faderworks do you=3D3D20
> > >actually</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>hit the 'Stereo X box" in
=
>the =3D
> >Paris =3D3D
> > >plugin gui or=3D3D20
> > >assign another</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>mono instance for the =
>adjacent =3D
> >=3D3D
> > >channel? This=3D3D20
> > >has caused trouble </FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>in my experience =
></FONT><FONT =3D

```

```

> >=3D3D
> > >face=3D3D3DArial=3D3D20
> > >size=3D3D3D2>with mono/stereo combinations and Paris.</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Thanks for your answers =
>and when
> =3D
> >should
> > =3D3D
> > >it be=3D3D20
> > >available?</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>I'm ready!</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom </FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > ><BLOCKQUOTE=3D3D20
> > >style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
>5px; =3D
> >=3D3D
> > >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > > <DIV>"Dimitrios" <<A=3D3D20
> > > href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> =
>wrote
> =3D
> >in =3D3D
> > >message=3D3D20
> > > <A =3D3D
> > >=3D
> =
>>>href=3D3D3D"news:480cbb3a$1@linux">news:480cbb3a$1@linux</A>...</DIV><B=
>R>O=3D
> >K<B=3D3D
> > >R>I=3D3D20
> > > thought I already explained but maybe I did not use the right =
>words
> =3D
> >=3D3D
> > >for<BR>it=3D3D20
> > > :)<BR><BR>You put faderworks on one of the native slots (you =
>have =3D
> >four
> > =3D3D
> > >
> > > right?)<BR>I put it on the first one.<BR>Then whatever you put =
>on =3D
> >=3D3D
> > >other slots=3D3D20
> > > it does not matter because faderworks<BR>always does what is =3D

```

> >supposed  
 > > =3D3D  
 > > >to=3D3D20  
 > > > do.<BR><BR>Tom, yes why should you use sampleslide when =  
 >Faderworks  
 > =3D  
 > >has  
 > > =3D3D  
 > > >been=3D3D20  
 > > > written<BR>to do this for us only BETTER !<BR><BR>1. You put =  
 >=3D3D  
 > > >faderworks=3D3D20  
 > > > 1in/1out on every Paris audio track.<BR>2. If you wanna use a =  
 >=3D  
 > >stereo =3D3D  
 > > >pair of=3D3D20  
 > > > tracks the put the 2in/2out faderworks.<BR>3. I made a Default =  
 >=3D  
 > >project  
 > > =3D3D  
 > > >with 64=3D3D20  
 > > > (4 cards) faderworks instances already<BR>loaded so no =  
 >hassle=3D3D20  
 > > > thereafter...<BR>4. If you make a list with plugins and =  
 >latencies =3D  
 > >(64  
 > > =3D3D  
 > > >for now=3D3D20  
 > > > is more than<BR>enough) these will be remembered with every =3D  
 > >new=3D3D20  
 > > > project.<BR>Just remember to have the button in the OFF =3D  
 > >state.<BR>5. =3D3D  
 > > >Even if=3D3D20  
 > > > you use FFX4 and/or chainer or other wrpper on other slots =3D3D  
 > > >faderworks<BR>will=3D3D20  
 > > > do whatever is asked to do.<BR>6 HERE IS HOW IT ACTUALLY =3D  
 > >WORKS:<BR>The  
 > > =3D3D  
 > > >default=3D3D20  
 > > > status of the plugin is to ignore the latency status for =3D3D  
 > > >the<BR>track=3D3D20  
 > > > you are putting the plugin.<BR>For instance.<BR><BR>A. You put a  
 =  
 > >=3D  
 > >waves  
 > > =3D3D  
 > > >renvox=3D3D20  
 > > > on track 1 on slot two either standalone or from<BR>withing the

=

>=3D

> >FFX4 =3D3D

> > >or=3D3D20

> > > chainer...<BR>Now the actual latency this plugin introduces is =

>=3D

> >64=3D3D20

> > > samples.<BR>That MEANS that all other Paris audio tracks are 64

=

>=3D3D

> > >samples ahead=3D3D20

> > > of track<BR>1 or if you like ,track 1 is 64 sample =

>latent.<BR>NOW =3D

> >=3D3D

> > >having in=3D3D20

> > > mind that you have put Faderworks on every track then BY =3D3D

> > >JUST<BR>pushing the=3D3D20

> > > ON button track 1 of the Waves revox preset then =3D

> >Faderworks<BR>DELAYS

> > =3D3D

> > >all=3D3D20

> > > other Paris audio tracks by 64 samples LEAVING intact the =3D3D

> > >audio<BR>track 1 for=3D3D20

> > > which faderworks ignores the latency.<BR>OVERALL latency is =3D

> >displayed

> > =3D3D

> > >on every=3D3D20

> > > track too !!<BR>It even substract latency !!!!<BR>So by putting

=

>a =3D

> >=3D3D

> > >waves=3D3D20

> > > rencomp (64 samples) on track 2 that does NOT mean<BR>that =3D

> >faderworks

> > =3D3D

> > >will=3D3D20

> > > delay all others again by 64 samples !! , thus =

>overall<BR>latency =3D

> >WILL

> > =3D3D

> > >REMAIN=3D3D20

> > > at 64 samples, ONLY track 2 which was already 64 =

> >samples<BR>latent

> =3D

> >=3D3D

> > >because of=3D3D20

> > > track 1 now faderworks just SUBSTRACTS that 64 samples<BR>for =

> >this

```

> =3D
> >=3D3D
> > >track=3D3D20
> > > !!<BR><BR>Anyone understood what I typed in here ? =3D3D
> > >:)<BR>Regards,<BR>Dimitrios=3D3D20
> > > <BR><BR>eff H <<A=3D3D20
> > > =
>href=3D3D3D"mailto:jkhoover@excite.com">jkhoover@excite.com</A>>=3D3D20
> > > wrote:<BR>>Dimitrios<BR>><BR>>How does this function with =3D3D
> > >plugins=3D3D20
> > > inside a wrapper, for example <BR>>autotune wrapped =
>inside=3D3D20
> > > FFX4?<BR>><BR>>JH<BR>><BR>>wrote:<BR>>> I tried the =3D3D
> > >beta1=3D3D20
> > > and it is marvelous.<BR>>> It holds 64 presets with latencies so
=
>=3D
> >=3D3D
> > >you can=3D3D20
> > > just click the on button<BR>anytime<BR>>> you load the=3D3D20
> > > plugin...<BR>>> Regards,<BR>>> Dimitrios<BR></BLOCKQUOTE>
> > ><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to =
>fight =3D
> >spam, =3D3D
> > >and=3D3D20
> > >you?<BR><A=3D3D20
> > =3D
> =
>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com=
>/re=3D
> >fer=3D3D
> > >.html</A> </FONT></DIV></BODY></HTML>
> > >
> > >
> > >
> > ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> ><HTML><HEAD>
> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
> >charset=3D3Diso-8859-1">
> ><META content=3D3D"MSHTML 6.00.2900.2180" name=3D3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D3D#ffffff>
> ><DIV><FONT face=3D3DArial size=3D3D2>D.,</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>How do you offset the automation
=

```

```

>after
> =3D
> >it's been=3D20
> >written?</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>The king of stupid =3D
> >questions.</FONT></DIV>
> ><DIV> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><BLOCKQUOTE=3D20
> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>=3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Dimitrios" <<A=3D20
> > href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote
=
>in =3D
> >message=3D20
> > <A =3D
> =
>>href=3D3D"news:480f206e$1@linux">news:480f206e$1@linux</A>...</DIV><BR>D=
>ear=3D
> >=3D20
> > Tom,<BR>This is just a plugin so the latencies are just added =3D
> >afterall.<BR>So=3D20
> > the automation could be made before doing any faderworks job and =
>=3D
> >then<BR>after=3D20
> > putting all plugins with their latencies you just look at the=3D20
> > overall<BR>latency and offset the automation for that amount.<BR>I
=
>=3D
> >don't know=3D20
> > when this will be released...<BR>Regards,<BR>Dimitrios<BR><BR>"Tom
=
>=3D
> >Bruhl"=3D20
> > <<A href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>
=
>=3D
> >
> > wrote:<BR>><BR>><BR>>Dimitrios,<BR>>This all makes =3D
> >sense. =3D20
> > Thank you for that. Now do the<BR>>Paris automation lines =3D
> >still work=3D20

```

> > on plugins that are being compensated for with Faderworks or is  
 =  
 >=3D  
 > >the gui=3D20  
 > > screwy?<BR>>Meaning the time is offset?<BR>><BR>>When using =3D  
 > >stereo=3D20  
 > > instances of Faderworks do you actually<BR>>hit the 'Stereo X box'  
 =  
 >=3D  
 > >in the=3D20  
 > > Paris plugin gui or assign another<BR>>mono instance for the =3D  
 > >adjacent=3D20  
 > > channel? This has caused trouble=3D3D20<BR>>in my experience =3D  
 > >with=3D20  
 > > mono/stereo combinations and Paris.<BR>><BR>>Thanks for your =3D  
 > >answers and=3D20  
 > > when should it be available?<BR>>I'm=3D20  
 > > ready!<BR>><BR>>Tom=3D3D20<BR>><BR>> "Dimitrios" =3D  
 > ><<A=3D20  
 > > href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote  
 =  
 >in =3D  
 > >message=3D20  
 > > =3D3D<BR>>news:480cbb3a\$1@linux...<BR>><BR>> =3D  
 > >OK<BR>> I=3D20  
 > > thought I already explained but maybe I did not use the right=3D20  
 > > words<BR>=3D3D<BR>>for<BR>> it :)<BR>><BR>> You =3D  
 > >put=3D20  
 > > faderworks on one of the native slots (you have four =3D  
 > >right?)<BR>> I=3D20  
 > > put it on the first one.<BR>> Then whatever you put on other =3D  
 > >slots it=3D20  
 > > does not matter because =3D3D<BR>>faderworks<BR>> always =3D  
 > >does what is=3D20  
 > > supposed to do.<BR>><BR>> Tom, yes why should you use =3D  
 > >sampleslide=3D20  
 > > when Faderworks has been =3D3D<BR>>written<BR>> to do this =3D  
 > >for us only=3D20  
 > > BETTER !<BR>><BR>> 1. You put faderworks 1in/1out on every =3D  
 > >Paris=3D20  
 > > audio track.<BR>> 2. If you wanna use a stereo pair of tracks =3D  
 > >the put=3D20  
 > > the 2in/2out =3D3D<BR>>faderworks.<BR>> 3. I made a Default =3D  
 > >project=3D20  
 > > with 64 (4 cards) faderworks instances =3D  
 > >=3D3D<BR>>already<BR>> loaded=3D20  
 > > so no hassle thereafter...<BR>> 4. If you make a list with =3D  
 > >plugins=3D20



> > and latencies (64 for now is more than 3D3D<BR>>than<BR>> 3D  
 > >enough) these=3D20  
 > > will be remembered with every new project.<BR>> Just remember =3D  
 > >to have=3D20  
 > > the button in the OFF state.<BR>> 5. Even if you use FFX4 =3D  
 > >and/or=3D20  
 > > chainer or other wrpper on other =3D  
 > >slots<BR>=3D3D<BR>>faderworks<BR>> =3D20  
 > > will do whatever is asked to do.<BR>> 6 HERE IS HOW IT =3D  
 > >ACTUALLY=3D20  
 > > WORKS:<BR>> The default status of the plugin is to =3D  
 > >ignore the=3D20  
 > > latency status for<BR>=3D3D<BR>>the<BR>> track you are =3D  
 > >putting the=3D20  
 > > plugin.<BR>> For instance.<BR>><BR>> A. You put a =3D  
 > >waves=3D20  
 > > renvox on track 1 on slot two either standalone=3D20  
 > > or<BR>=3D3D<BR>>from<BR>> withing the FFX4 or =3D  
 > >chainer...<BR>> =3D20  
 > > Now the actual latency this plugin introduces is 64 =3D  
 > >samples.<BR>> =3D20  
 > > That MEANS that all other Paris audio tracks are 64 samples ahead =  
 > >of=3D20  
 > > =3D3D<BR>>track<BR>> 1 or if you like ,track 1 is 64 sample=3D20  
 > > latent.<BR>> NOW having in mind that you have put Faderworks =3D  
 > >on every=3D20  
 > > track then BY<BR>=3D3D<BR>>JUST<BR>> pushing the ON button =3D  
 > >track 1 of=3D20  
 > > the Waves renvox preset then =3D3D<BR>>Faderworks<BR>> =3D  
 > >DELAYS all=3D20  
 > > other Paris audio tracks by 64 samples LEAVING intact the=3D20  
 > > =3D3D<BR>>audio<BR>> track 1 for which faderworks ignores =3D  
 > >the=3D20  
 > > latency.<BR>> OVERALL latency is displayed on every track too =3D  
 > >  
 > > !!<BR>> It even substract latency !!!!<BR>> So by =3D  
 > >putting a=3D20  
 > > waves rencomp (64 samples) on track 2 that does NOT=3D20  
 > > =3D3D<BR>>mean<BR>> that faderworks will delay all others =3D  
 > >again by 64=3D20  
 > > samples !! , thus =3D3D<BR>>overall<BR>> latency WILL REMAIN =3D  
 > >at 64=3D20  
 > > samples, ONLY track 2 which was already 64 =3D  
 > >=3D3D<BR>>samples<BR>> =3D20  
 > > latent because of track 1 now faderworks just SUBSTRACTS that =  
 > >64=3D20  
 > > =3D3D<BR>>samples<BR>> for this track =3D  
 > >!!<BR>><BR>> Anyone=3D20

> > understood what I typed in here ? :)<BR>> =3D  
> >Regards,<BR>> =3D20  
> > Dimitrios=3D3D20<BR>><BR>> eff H <<A=3D20  
> > href=3D3D"mailto:jkhoover@excite.com">jkhoover@excite.com</A>>=3D20  
> > wrote:<BR>> >Dimitrios<BR>> ><BR>> =3D  
> >>How=3D20  
> > does this function with plugins inside a wrapper, for =3D  
> >example=3D3D20<BR>> =3D20  
> > >autotune wrapped inside FFX4?<BR>> ><BR>> =3D20  
> > >JH<BR>> ><BR>> >wrote:<BR>> =3D  
> >>> I=3D20  
> > tried the beta1 and it is marvelous.<BR>> >> It holds =3D  
> >64=3D20  
> > presets with latencies so you can just click the on=3D20  
> > =3D3D<BR>>button<BR>> anytime<BR>> >> you =3D  
> >load the=3D20  
> > plugin...<BR>> >> Regards,<BR>> >>=3D20  
> > Dimitrios<BR>><BR>><BR>><BR>>I choose Polesoft Lockspam to =3D  
> >fight=3D20  
> > spam, and you?<BR>>http://www.polesoft.com/refer.html =3D20  
> > <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20  
> > Transitional//EN"><BR>><HTML><HEAD><BR>><META=3D20  
> > http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20  
> > =3D3D<BR>>charset=3D3D3Diso-8859-1"><BR>><META =3D  
> >content=3D3D3D"MSHTML=3D20  
> > 6.00.2900.2180"=3D20  
> > =3D  
> >name=3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D  
> >D><BR>><BODY=3D20  
> > bgColor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial=3D20  
> > =3D  
> >size=3D3D3D2>Dimitrios,</FONT></DIV><BR>><DIV><F=3D  
> >ONT=3D20  
> > face=3D3D3DArial size=3D3D3D2>This all makes sense. Thank you=3D20  
> > =3D3D<BR>>for=3D3D20<BR>>that. Now do=3D20  
> > the</FONT></DIV><BR>><DIV><FONT face=3D3D3DArial =3D  
> >  
> > size=3D3D3D2>Paris automation lines still work on =  
> >=3D3D<BR>>plugins=3D20  
> > that=3D3D20<BR>>are =3D  
> >being</FONT></DIV><BR>><DIV><FONT=3D20  
> > face=3D3D3DArial size=3D3D3D2>compensated for with Faderworks or is  
=<BR>>  
> >=3D  
> >=3D3D<BR>>the=3D20  
> > =3D  
> >gui=3D3D20<BR>>screwey?</FONT></DIV><BR>><DIV><F=3D  
> >ONT=3D20

```

> > face=3D3D3DArial size=3D3D3D2>Meaning the time is=3D20
> > =3D3D<BR>>offset?</FONT></DIV><<BR>><DIV><FONT =3D
> >
> > face=3D3D3DArial size=3D3D3D2></FONT> =3D
> ></DIV><BR>><DIV><FONT=3D20
> > face=3D3D3DArial size=3D3D3D2>When using stereo instances of =3D
> >=3D3D<BR>>Faderworks do=3D20
> > =3D
> >you=3D3D20<BR>>actually</FONT></DIV><BR>><DIV><F=3D
> >ONT=3D20
> > face=3D3D3DArial size=3D3D3D2>hit the 'Stereo X box" in the Paris =
>=3D
> >=3D3D<BR>>plugin=3D20
> > gui or=3D3D20<BR>>assign=3D20
> > another</FONT></DIV><BR>><DIV><FONT =3D
> >face=3D3D3DArial=3D20
> > size=3D3D3D2>mono instance for the adjacent =3D3D<BR>>channel? =3D
> >
> > This=3D3D20<BR>>has caused trouble=3D20
> > </FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
> > size=3D3D3D2>in my experience </FONT><FONT=3D20
> > =3D3D<BR>>face=3D3D3DArial=3D3D20<BR>>size=3D3D3D2>with mono/stereo
=
>=3D
> >combinations and=3D20
> > Paris.</FONT></DIV><BR>><DIV><FONT =3D
> >face=3D3D3DArial=3D20
> > size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D
> >face=3D3D3DArial=3D20
> > size=3D3D3D2>Thanks for your answers and when =
>should<BR>=3D3D<BR>>it =3D
> >
> > =3D
> >be=3D3D20<BR>>available?</FONT></DIV><BR>><DIV><=3D
> >FONT=3D20
> > face=3D3D3DArial size=3D3D3D2>I'm=3D20
> > ready!</FONT></DIV><BR>><DIV><FONT =3D
> >face=3D3D3DArial=3D20
> > size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D
> >face=3D3D3DArial=3D20
> > size=3D3D3D2>Tom </FONT></DIV><BR>><DIV><FONT =3D
> >
> > face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> > =3D
> ></DIV><BR>><BLOCKQUOTE=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: =3D
> >0px;=3D20
> > PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: #000000
=

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>=3D
> >2px solid;=3D20
> > MARGIN-RIGHT: 0px"><BR>> <DIV>"Dimitrios"=3D20
> > <<A=3D3D20<BR>> href=3D3D3D"<A=3D20
> > =3D
> =
>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musur=
>gio=3D
> >@otenet.gr">musurgio@otenet.gr</A</A>>=3D20
> > wrote in =3D3D<BR>>message=3D3D20<BR>> <A =3D
> >=3D3D<BR>>href=3D3D3D"<A=3D20
> > =3D
> =
>>href=3D3D'news:480cbb3a$1 @linux">news:480cbb3a$1 @linux</A>...</DIV><BR>O=
>K<B=3D
> >'>news:480cbb3a$1 @linux">news:480cbb3a$1 @linux</A>...</DIV>=3D
> >;<BR>OK<B</A>=3D3D<BR>>R>I=3D3D20<BR>> =3D20
> > thought I already explained but maybe I did not use the right =
>words=3D20
> > =3D3D<BR>>for<BR>it=3D3D20<BR>> =3D
> >:)<BR><BR>You put=3D20
> > faderworks on one of the native slots (you have=3D20
> > four<BR>=3D3D<BR>><BR>> right?)<BR>I put it on the =3D
> >first=3D20
> > one.<BR>Then whatever you put on =3D3D<BR>>other =3D
> >slots=3D3D20<BR>> =3D20
> > it does not matter because faderworks<BR>always does what is=3D20
> > supposed<BR>=3D3D<BR>>to=3D3D20<BR>> =3D
> >do.<BR><BR>Tom, yes why=3D20
> > should you use sampleslide when Faderworks=3D20
> > has<BR>=3D3D<BR>>been=3D3D20<BR>> written<BR>to do this =3D
> >for us only=3D20
> > BETTER !<BR><BR>1. You put =3D
> >=3D3D<BR>>faderworks=3D3D20<BR>> =3D20
> > 1in/1out on every Paris audio track.<BR>2. If you wanna use a =3D
> >stereo=3D20
> > =3D3D<BR>>pair of=3D3D20<BR>> tracks the put the 2in/2out=3D20
> > faderworks.<BR>3. I made a Default project<BR>=3D3D<BR>>with=3D20
> > 64=3D3D20<BR>> (4 cards) faderworks instances =3D
> >already<BR>loaded so=3D20
> > no hassle=3D3D20<BR>> thereafter...<BR>4. If you make a =3D
> >list with=3D20
> > plugins and latencies (64<BR>=3D3D<BR>>for now=3D3D20<BR>> is =3D
> >more=3D20
> > than<BR>enough) these will be remembered with every =3D
> >new=3D3D20<BR>> =3D20
> > project.<BR>Just remember to have the button in the OFF=3D20
> > state.<BR>5. =3D3D<BR>>Even if=3D3D20<BR>> you use FFX4 =3D

```

> >and/or=3D20  
 > > chainer or other wrpper on other slots=3D20  
 > > =3D3D<BR>>faderworks<BR>will=3D3D20<BR>> do whatever is =3D  
 > >asked to=3D20  
 > > do.<BR>6 HERE IS HOW IT ACTUALLY=3D20  
 > > WORKS:<BR>The<BR>=3D3D<BR>>default=3D3D20<BR>> status of =3D  
 > >the plugin=3D20  
 > > is to ignore the latency status for=3D20  
 > > =3D3D<BR>>the<BR>track=3D3D20<BR>> you are putting the=3D20  
 > > plugin.<BR>For instance.<BR><BR>A. You put a=3D20  
 > > waves<BR>=3D3D<BR>>renvox=3D3D20<BR>> on track 1 on slot two =3D  
 > >either=3D20  
 > > standalone or from<BR>withing the FFX4 =3D  
 > >=3D3D<BR>>or=3D3D20<BR>> =3D20  
 > > chainer...<BR>Now the actual latency this plugin introduces is=3D20  
 > > 64=3D3D20<BR>> samples.<BR>That MEANS that all other =3D  
 > >Paris audio=3D20  
 > > tracks are 64 =3D3D<BR>>samples ahead=3D3D20<BR>> of =3D  
 > >track<BR>1 or=3D20  
 > > if you like ,track 1 is 64 sample latent.<BR>NOW =3D  
 > >=3D3D<BR>>having=3D20  
 > > in=3D3D20<BR>> mind that you have put Faderworks on every track =  
 > >=3D  
 > >then BY=3D20  
 > > =3D3D<BR>>JUST<BR>pushing the=3D3D20<BR>> ON button =3D  
 > >track 1 of the=3D20  
 > > Waves renvox preset then=3D20  
 > > Faderworks<BR>DELAYS<BR>=3D3D<BR>>all=3D3D20<BR>> other =3D  
 > >Paris audio=3D20  
 > > tracks by 64 samples LEAVING intact the =3D  
 > >=3D3D<BR>>audio<BR>track 1=3D20  
 > > for=3D3D20<BR>> which faderworks ignores the =3D  
 > >latency.<BR>OVERALL=3D20  
 > > latency is displayed<BR>=3D3D<BR>>on every=3D3D20<BR>> track =3D  
 > >too=3D20  
 > > !!<BR>It even substract latency !!!!<BR>So by putting a=3D20  
 > > =3D3D<BR>>waves=3D3D20<BR>> rencomp (64 samples) on track 2 =3D  
 > >that does NOT=3D20  
 > > mean<BR>that faderworks<BR>=3D3D<BR>>will=3D3D20<BR>> =3D  
 > >delay all=3D20  
 > > others again by 64 samples !! , thus overall<BR>latency=3D20  
 > > WILL<BR>=3D3D<BR>>REMAIN=3D3D20<BR>> at 64 samples, ONLY track =3D  
 > >2 which was=3D20  
 > > already 64 samples<BR>latent =3D3D<BR>>because =3D  
 > >of=3D3D20<BR>> track=3D20  
 > > 1 now faderworks just SUBSTRACTS that 64 samples<BR>for this=3D20  
 > > =3D3D<BR>>track=3D3D20<BR>> !!<BR><BR>Anyone =3D  
 > >understood what l=3D20

```

> > typed in here ?=3D20
> > =3D3D<BR>>:)<BR>Regards,<BR>Dimitrios=3D3D20<BR>> =3D20
> > <BR><BR>eff H <<A=3D3D20<BR>> href=3D3D3D"<A=3D20
> > =3D
> =
>>href=3D3D'mailto:jkhoover@excite.com">jkhoover@excite.com</A>>=3D3D20'>m=
>ailto=3D
> >:jkhoover@excite.com">jkhoover@excite.com</A>>=3D3D20</A><BR>&g=3D
> >t; =3D20
> > wrote:<BR>>Dimitrios<BR>><BR>>How does this =3D
> >
> > function with =3D3D<BR>>plugins=3D3D20<BR>> inside a wrapper, =3D
> >for example=3D20
> > <BR>>autotune wrapped inside=3D3D20<BR>> =3D20
> > =3D
> >FFX4?<BR>><BR>>JH<BR>><BR>>wrote:<=3D
> >BR>>>=3D20
> > I tried the =3D3D<BR>>beta1=3D3D20<BR>> and it is=3D20
> > marvelous.<BR>>> It holds 64 presets with latencies so=3D20
> > =3D3D<BR>>you can=3D3D20<BR>> just click the on=3D20
> > button<BR>anytime<BR>>> you load =3D
> >the=3D3D20<BR>> =3D20
> > plugin...<BR>>> Regards,<BR>>>=3D20
> > Dimitrios<BR></BLOCKQUOTE><BR>><DIV><FONT=3D20
> > size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight =3D
> >spam,=3D20
> > =3D
> >=3D3D<BR>>and=3D3D20<BR>>you?<BR><A=3D3D20<BR>>href=3D3D3D "<A=3D20
> > =3D
> =
>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>fer=3D
> =
>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D=
>
> >>=3D3D<BR>>.html</A> =3D20
> > =3D
> ></FONT></DIV></BODY></HTML><BR>><BR>><BR></=3D
> >BLOCKQUOTE></BODY></HTML>
> >
> >
>
> ><!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>Dimitrios,</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>I'll try it but I don't think that=20
>works.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>Tom</FONT></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:480fa340$1@linux">news:480fa340$1@linux</A>...</DIV><BR>Dear=
>=20
> Tom,<BR>Maybe if you highlight in the automation editor everything and
=
>just=20
> nudge<BR>back ?<BR>Regards,<BR>Dimitrios<BR><BR>"Tom Bruhl" <<A=20
> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20
> wrote:<BR>><BR>><BR>>D.,<BR>><BR>>How do you offset the =
>
> automation after it's been written?<BR>><BR>>The king of stupid=20

> "Dimitrios" <<A =
>href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20
> wrote in message =

>added=20

>any=20

>plugins with=20

>latency=20

>when=20

> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20

>for=20
```

>work on=20

>Faderworks or is=20

>you=20

>gui or=20

>

> >Thanks for your answers and when should it be =

> <mailto:musurgio@otenet.gr>>musurgio@otenet.gr</A>> wrote in =  
>message=20

>already=20

> explained but maybe I did not use the right =

>slots=20

>the first=20

>does not=20

>been=20

>do this for=20

>put=20

> you wanna use a stereo pair of tracks the put the 2in/2out=20



> a Default project with 64 (4 cards) faderworks=20

>make a=20

> list with plugins and latencies (64 for now is =3D<BR>>more =

>with every=20

>in the=20

>chainer or=20

>latency=20

>For=20

>waves=20

> renvox on track 1 on slot two either =

>or=20

>

>other=20

> Paris audio tracks are 64 samples ahead =3D<BR>>of =

>sample=20

>Waves=20

> DELAYS all other Paris audio tracks by 64 samples LEAVING intact =

>=3D<BR>>the=20

>which=20

>latency is=20

>subtract=20

>(64=20

>others again=20

>samples, ONLY=20

>faderworks=20

> href=3D"mailto:jkhoover@excite.com">jkhoover@excite.com</A>=>=20

>

>inside a=20

>>autotune=20

>is=20

> latencies so you can just click the =

>>>=20

>Polesoft=20

> <<META http-equiv=Content-Type content="text/html;"=20

>><META=20

> content="MSHTML 6.00.2900.2180" =

>><DIV><FONT=20

> face="Arial" =

> <<DIV><FONT face="Arial" size=2>This all =

>makes=20

> face="Arial" size=2>Paris automation lines still =

>=3<BR>>work on=20

> face="Arial" size=2>compensated for with =

>Faderworks<BR>=3<BR>>or is=20

>><DIV><FONT=20

> face="Arial" size=2>Meaning the time is =

>><DIV><FONT=20

> face="Arial" size=2></FONT> =

> <<DIV><FONT face="Arial" size=2>When using =

>stereo=20

> <<DIV><FONT face="Arial" size=2>hit the =

>'Stereo X box" in=20

> <<DIV><FONT face="Arial" size=2>mono instance =

>for the=20

> <<DIV><FONT face="Arial" size=2>in my =

>experience=20

>mono/stereo=20

> ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> =  
>

> size=3D3D3D2>Thanks for your answers and=20

> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>I'm=20

> face=3D3D3DArial size=3D3D3D2></FONT> =

> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom=20

>face=3D3D3DArial=20

>>style=3D3D3D"PADDING-RIGHT: 0px;=20

> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: =

> href=3D3D3D"<A=20

> =

>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=  
>@otenet.gr">musurgio@otenet.gr</A</A>>=20

> =

>href=3D'news:480cbb3a\$1@linux">news:480cbb3a\$1@linux</A>...</DIV><BR>O'>n=  
>ews:480cbb3a\$1@linux">news:480cbb3a\$1@linux</A>...</DIV>&l=

>but maybe=20

>:)<BR><BR>You=20

> put faderworks on one of the native slots (you have=20

> right?)<BR>I put it on the first one.<BR>Then whatever you =  
>put on=20

> does not matter because faderworks<BR>always does what is=20

>sampleslide when=20

>for us only=20

>audio=20

> track.<BR>2. If you wanna use a =3D<BR>>stereo =

>2in/2out=20

> faderworks.<BR>3. I made a Default =

>cards)=20

> faderworks instances already<BR>loaded so no =

>and=20

>these will be=20

> project.<BR>Just remember to have the button in the OFF=20

> do whatever is asked to do.<BR>6 HERE IS HOW IT ACTUALLY=20

>the=20

> plugin.<BR>For instance.<BR><BR>A. You put a=20

>from<BR>withing=20

> chainer...<BR>Now the actual latency this plugin introduces is=20

>MEANS that=20

>like ,track=20

>>having=20

>on every=20

>renvox preset=20

>samples=20

> latency.<BR>OVERALL latency is =

>too=20

> !!<BR>It even substract latency !!!!<BR>So by putting a=20

> samples) on track 2 that does NOT mean<BR>that=20

>samples !=20

>which was=20

>>because=20

>SUBTRACTS that=20

>

>href=3D3D3D"<A=20

> =

>href=3D'mailto:jkhoover@excite.com">jkhoover@excite.com</A>>=3D3D20'>mail=  
>to:jkhoover@excite.com">jkhoover@excite.com</A>>=3D3D20</A><B=

>wrote:<BR>>Dimitrios<BR>><BR>>How does=20

> inside a wrapper, for example <BR>>autotune wrapped=20

> =  
>FFX4?<BR>><BR>>JH<BR>><BR>>wrote:<=  
>BR>>>=20

> is marvelous.<BR>>> It holds 64 presets with latencies so=20

> click the on button<BR>anytime<BR>>> you load=20

> Regards,<BR>>>=20

>><DIV><FONT=20  
> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to =  
>fight=20

>=3D<BR>>>href=3D3D3D"<A=20  
> =  
>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re'>h=  
>ttp://www.polesoft.com/refer.html">http://www.polesoft.com/re</A>=3D<B=

>PUBLIC=20  
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> http-equiv=3D3DContent-Type content=3D3D"text/html;=20  
> =3D<BR>>charset=3D3Diso-8859-1"><BR>><META =  
>content=3D3D"MSHTML=20  
> 6.00.2900.2180"=20  
> =  
>name=3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=  
>D><BR>><BODY=20  
> bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial=20  
> size=3D3D2>D.,</FONT></DIV><BR>><DIV><FONT=20  
> face=3D3DArial size=3D3D2></FONT> =  
></DIV><BR>><DIV><FONT=20

> face=3D3DArial size=3D3D2>How do you offset the automation=20  
 > after<BR>=3D<BR>>it's=20  
 > =  
 >been=3D20<BR>>written?</FONT></DIV><BR>><DIV><=  
 >FONT=20  
 > face=3D3DArial size=3D3D2></FONT> =  
 ></DIV><BR>><DIV><FONT=20  
 > face=3D3DArial size=3D3D2>The king of stupid=20  
 > =3D<BR>>questions.</FONT></DIV><BR>><DIV>=20  
 > </DIV><BR>><DIV><FONT face=3D3DArial=20  
 > size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20  
 > face=3D3DArial size=3D3D2></FONT> =  
 ></DIV><BR>><DIV><FONT=20  
 > face=3D3DArial size=3D3D2></FONT> =  
 ></DIV><BR>><DIV><FONT=20  
 > face=3D3DArial size=3D3D2></FONT>=20  
 > =  
 ></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =  
 >0px;=20  
 > PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 =  
 >2px solid;=20  
  
 > =  
 >href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>mailto:musurgio=  
 >@otenet.gr">musurgio@otenet.gr</A</A>>=20  
  
 >=3D<BR>>href=3D3D"<A=20  
 > =  
 >href=3D'news:480f206e\$1@linux">news:480f206e\$1@linux</A>...</DIV><BR>Dear=  
 >'>news:480f206e\$1@linux">news:480f206e\$1@linux</A>...</DIV>=  
  
 > Tom,<BR>This is just a plugin so the latencies are just added=20  
  
 >could be made=20  
 > before doing any faderworks job and=20  
  
 >with their=20  
  
 >overall<BR>latency and=20  
 > offset the automation for that amount.<BR>I =3D<BR>>don't=20  
  
 > =  
 >released...<BR>Regards,<BR>Dimitrios<BR><BR>"Tom =  
 >  
  
 > =  
 >href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>mailto:arpegi=



>o@comcast.net">arpeggio@comcast.net</A</A>>>=20

> =

>wrote:<BR>><BR>><BR>>Dimitrios,<BR>>T=

>his=20

> the<BR>>Paris automation lines =3D<BR>>still =

> on plugins that are being<BR>>compensated for with Faderworks =

>or is=20

>the time is=20

> offset?<BR>><BR>>When using =

> instances of Faderworks do you actually<BR>>hit the 'Stereo X =

>box"=20

> another<BR>>mono instance for the =

>experience=20

> Paris.<BR>><BR>>Thanks for your =3D<BR>>answers=20

> =

>ready!<BR>><BR>>Tom=3D3D20<BR>><BR>>&=

>nbsp;=20

> =

>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=

>@otenet.gr">musurgio@otenet.gr</A</A>>>=20

> =

>=3D3D<BR>>news:480cbb3a\$1@linux...<BR>><BR>>&n=

>bsp;=20

>already explained=20

> faderworks on one of the native slots (you have four=20

>the first=20

>=3D<BR>>slots=20

>=3D<BR>>does what=20

>Faderworks has=20

>=3D<BR>>for us=20

>You put=20

>

>

>

>instances=20

>with=20

>more=20

>FFX4=20

> =3D<BR>>slots<BR>=3D3D<BR>>faderworks<BR>>=20

>track you=20

>either=20

>FFX4 or=20

>latency=20

> this plugin introduces is 64 =3D<BR>>samples.<BR>> =

> That MEANS that all other Paris audio tracks are 64 samples ahead=20

>or if you=20

> having in mind that you have put Faderworks =3D<BR>>on =

>pushing the=20

>preset then=20

>intact=20

>track 1 for=20

>track too=20

>latency=20

>waves=20

>all=20

>=3D<BR>>at=20

> =3D<BR>>=3D3D<BR>>samples<BR>> =

> because of track 1 now faderworks just SUBSTRACTS that =

> =

>href=3D'mailto:jkhoover@excite.com">jkhoover@excite.com</A>>=3D20'>mailto=  
>:jkhoover@excite.com">jkhoover@excite.com</A>>=3D20</A><BR>&g=

>this function=20  
> with plugins inside a wrapper, for =  
>=3D<BR>>example=3D3D20<BR>>=20

>=3D<BR>>>>=20

>latencies so you=20

> Dimitrios<BR>><BR>><BR>><BR>>I =  
>choose=20

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>

> =  
>Transitional//EN"><BR>><HTML><HEAD><BR>>=

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>

> =  
>=3D<BR>>name=3D3D3DGENERATOR><BR>><STYLE></STYLE&=  
>gt;<BR>></HEA=3D<BR>>D><BR>><BODY=3D20<BR>&=

> bgColor=3D3D3D#ffffff><BR>><DIV><FONT=20

> =  
>=3D<BR>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>&=

> the</FONT></DIV><BR>><DIV><FONT =  
>face=3D3D3DArial=20

>work on=20

>that=3D3D20<BR>>are=20  
> =  
>=3D<BR>>being</FONT></DIV><BR>><DIV><FON=  
> face=3D3D3DArial size=3D3D3D2>compensated for with Faderworks or is =  
>

> =  
>=3D<BR>>gui=3D3D20<BR>>screwey?</FONT></DIV><B=  
> face=3D3D3DArial size=3D3D3D2>Meaning the time =  
> =  
>=3D3D<BR>>offset?</FONT></DIV><BR>><DIV&=  
>gt;<FONT=20  
>size=3D3D3D2></FONT>>=20  
> =  
>=3D<BR>></DIV><BR>><DIV><FONT=3D20<BR>>&nbs=  
>p;=20  
> face=3D3D3DArial size=3D3D3D2>When using stereo instances of=20  
> =  
>=3D<BR>>you=3D3D20<BR>>actually</FONT></DIV><B=  
> face=3D3D3DArial size=3D3D3D2>hit the 'Stereo X box" in the Paris=20  
> another</FONT></DIV><BR>><DIV><FONT=20  
>instance for the=20  
> </FONT></DIV><BR>><DIV><FONT=20  
> =  
>=3D3D<BR>>face=3D3D3DArial=3D3D20<BR>>size=3D3D3D2>w=

>ith=20

> Paris.</FONT></DIV><BR><DIV><FONT=20

>size=3D3D3D2></FONT>=20

> </DIV><BR><DIV><FONT=20

>for your answers=20

> and when should<BR>=3D3D<BR>>it =

> =

>=3D<BR>>be=3D3D20<BR>>available?</FONT></DIV><=

> ready!</FONT></DIV><BR><DIV><FONT=20

>size=3D3D3D2></FONT>=20

> </DIV><BR><DIV><FONT=20

> </FONT></DIV><BR><DIV><FONT=20

> =

>=3D<BR>></DIV><BR>><BLOCKQUOTE=3D3D20<BR>>s=

>tyl=3D3D3D" PADDING-RIGHT:=20

>5px;=20

> =3D3D<BR>>BORDER-LEFT: #000000 =3D<BR>>2px =

> =

>=3D<BR>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr<=

>/A'>mailto:musurgio=3D<BR>>@otenet.gr">musurgio@otenet.gr</A&=

> =

>=3D<BR>>href=3D3D'news:480cbb3a\$1 @linux">news:480cbb3a\$1 @linux</=

>A>...</DIV><BR>OK<B=3D<BR>>'>news:480cbb3a\$1 @linu=

>x">news:480cbb3a\$1 @linux</A>...</DIV>=3D<BR>>;<BR>=

>;OK<B</A>=3D3D<BR>>R>I=3D3D20<BR>>=20

>use the=20

>on one of=20

>right?)<BR>I put it=20

>you put on=20

> =3D3D<BR>>other =3D<BR>>slots=3D3D20<BR>> =

> does not matter because faderworks<BR>always does what=20

>should you use=20

>BETTER=20

> !<BR><BR>1. You put=20

> =3D<BR>>=3D3D<BR>>faderworks=3D3D20<BR>> =

> 1in/1out on every Paris audio track.<BR>2. If you wanna use a=20

> faderworks.<BR>3. I made a Default=20

>make a=20

>remembered=20

> project.<BR>Just remember to have the button in the =

> state.<BR>5. =3D3D<BR>>Even =

>other=20

>do whatever=20

>IT=20

> =  
>WORKS:<BR>The<BR>=<BR>>default=<BR>=<BR>&=

>the latency=<BR>20

>are putting=<BR>20

>instance.<BR><BR>A. You=<BR>20

>track 1 on=<BR>20

>from<BR>withing=<BR>20

> the FFX4 =<BR>>=<BR>>or=<BR>20<BR>> =

> chainer...<BR>Now the actual latency this plugin introduces=<BR>20

>samples.<BR>That MEANS=<BR>20

>

>is 64=<BR>20

> sample latent.<BR>NOW =

>every track=<BR>20

>=<BR>>JUST<BR>pushing=<BR>20

> =

>Faderworks<BR>DELAYS<BR>=<BR>>all=<BR>20<BR>&g=

>LEAVING=<BR>20

> intact the =<BR>>=<BR>>audio<BR>track =

> displayed<BR>=<BR>>on =

>latency=<BR>20



>samples) on track=20

>

>, thus=20

>64 samples,=20

> samples<BR>latent =3D3D<BR>>because=20

>now faderworks=20

>!!<BR><BR>Anyone=20

> =

>=3D3D<BR>>:)<BR>Regards,<BR>Dimitrios=3D3D20<BR>&g=  
>t;>=20

> =

>=3D<BR>>href=3D3D'mailto:jkhoover@excite.com">jkhoover@excite.com&l=  
>t;/A>>=3D3D20'>mailto=3D<BR>>:jkhoover@excite.com">jkhoove=  
>r@excite.com</A>>=3D3D20</A><BR>&g=3D<BR>>t; =

>

>wrote:<BR>>Dimitrios<BR>><BR>>How=20

>wrapper,=20

>wrapped=20

> =

>=3D<BR>>FFX4?<BR>><BR>>JH<BR>><BR>>=

>

>with=20

> button<BR>anytime<BR>>> you load=20

>plugin...<BR>>>=20

> =

>Dimitrios<BR></BLOCKQUOTE><BR>><DIV><FONT=3D=

> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to =  
>fight=20

> =

>=3D<BR>>=3D3D<BR>>and=3D3D20<BR>>you?<BR><A=

> =

>=3D<BR>>href=3D3D'http://www.polesoft.com/refer.html">http://www.po=  
>lesoft.com/refer=3D<BR>>'>http://www.polesoft.com/refer.html">ht=  
>tp://www.polesoft.com/refer</A=3D<BR>>>=3D3D<BR>>.html&=

> =

>=3D<BR>></FONT></DIV></BODY></HTML><BR>&=  
>gt;<BR>><BR></=3D<BR>>BLOCKQUOTE></BODY><=  
>;/HTML><BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>  
>  
>

---