

---

Subject: New DAW.....Native has arrived  
Posted by [Deej \[5\]](#) on Sat, 24 May 2008 04:56:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well, the last couple of months or so has been one of the most stressful periods of my entire life as far as work goes. Chuck Norris jokes seemed like more of a sane reality than the insane reality of what's been going on here. I got sick in February.....real sick, and wasn't able to really work for about 3 weeks and during that time I needed to be working at least 50 hours a week on a drilling program that I had committed to, so when I got well enough to work, the shit had hit the fan, I was behind the 8 ball and so I spent the next 60 days trying to stay ahead of 5 drilling rigs that had moved into this area (because I told them I could do what needed to get done to keep them busy)and unless I pulled a rabbit out of my hat, they were going to sit idle to the tune of \$17,000.00 per day....and that was just for one client. another one had me doing some other stuff that was even more stressful so anyway, I know I've been abraisive and cranky oand a little whacked out so thanks for not kicking me out of the group.....and during this time, I've had Chris Ludwig build me a new DAW.

It's an Intel Quad Core machine and is capable of playing back 40 tracks at 1.5ms latency while recording 8 more with a 70% DSP load of UAD-1 plugins. In Parisspeak, that's roughly a 3 MEC system running lots of UAD-1 plugins at zero audible latency with a wonderful cue system, VSTi's, and every bell and whistle you can imagine, without using ASIO direct monitoring. ADK did a great job on this box and it wasn't real expensive. the cores are running at 3.2GHz per, it's got 4G of RAM and 4 x 500G 7200 RPM SATAII HD's configured into a RAID 10 Array. I'm also running a pair of 750G SATAII drives for audio samples and backup, respectively.

Does it sound like Paris? Nope, but it sounds very good. It's possible to mix in Native and get "BIG". It's just a different prescription. The Neve 5042 tape emulator doesn't hurt either.

I ordered it with two system drives, one running Win XP Pro and the other running Win XP x64 Pro. The first drive I tested was with Win XP64. The good news was that this DAW is quite a bit more powerful than my dualcore Opteron 185 so I was able to achieve the 1.5 ms latency target that I was hoping for. My VSTis' are as follows:

GPO  
Ivory  
NI B4  
NI Bandstand  
BFD  
BFDII  
Jamstix II  
Trilogy  
Drumagog

I was able to load all but one of my VSTi's and that one was Ivory. This one wouldn't play nice with a 64 bit OS.

Despite speculation from Native Instruments that the NI installer would not work in Win XP x64.....all of them did load.....NI B4II, GPO and Bandstand work fine in both the standalone and VSTi formats. It's just a matter of pointing them elsewhere instead of the default path it wants to use and they run just fine.

Performance was good at low latency, but not "as good" as I had hoped with high track counts. For instance, I had 60 + tracks record enabled at both 32k and 64k buffers and was getting between 25% to 35% CPU loads. Also, there was quite a bit of ASIO loading in Cubase when streaming samples in BFD and BFD2. More really than with my older Opteron system.

After working a while with XP64 I started loading the same programs on the system drive running Windows XP32. I can record enable over 100 tracks at 32k buffers an the CPU load is around 10%.

An even bigger difference is seen when playing back a project that is loaded down with plugin count. Playing back a 40 track project with a 70% UAD-1 DSP while recording 8 x more tracks was getting a little dicey at 64k buffers on XP64 (ASIO meter occasionally spiking). With Win XP32, the ASIO load during dubbing on this same project is much lower and the overall system performance is more solid. Sample streaming in BFD at low latencies is much improved.

At higher latencies the ASIO performance is roughly equal but the overall performance nod goes to the XP64 because it can utilize all 4 x G of RAM for use with virtual instruments. However, the main point of getting this machine was to take advantage of it's capacity for operating at lower latencies. As far as low latency performance is concerned, the margin between the two OS'es give Win XP32 a significant edge.....significant enough to where I have decided to go exclusively with XP32. I have a fairly powerful systemlinked slave DAW to take up the slack if I run low on RAM in a mix and need more VSTi's (not to mention the freeze function).

and yes James.....I'm sure a Mac Pro can run circles around this, but a Mac Pro, tricked out to this degree would cost considerably more ;o).

For me these days, it's about achieving a certain benchmark and that benchmark is to be able to use a native DAW with no audible latency, in the same way that I used Paris. that has been accomplished now.

I just wanted to give you guys a heads up about this and also to apologize for being such a cantankerous wiseass (even more than usual) lately. I did buy some Brie recently as a gesture of solidarity with my socialist bretherin in France....

Cheers,

;o)

---

---

Subject: Re: New DAW.....Native has arrived  
Posted by [excelav](#) on Sat, 24 May 2008 06:57:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

"Deej" <noway@jose.net> wrote:

>

>Well, the last couple of months or so has been one of the most stressful periods

>of my entire life as far as work goes. Chuck Norris jokes seemed like more  
>of a sane reality than the insane reality of what's been going on here.

|

>got sick in February.....real sick, and wasn't able to really work for  
>about 3 weeks and during that time I needed to be working at least 50 hours  
>a week on a drilling program that I had committed to, so when I got well  
>enough to work, the shit had hit the fan, I was behind the 8 ball and so  
>I spent the next 60 days trying to stay ahead of 5 drilling rigs that had  
>moved into this area (because I told them I could do what needed to get  
done

>to keep them busy)and unless I pulled a rabbit out of my hat, they were  
going

>to sit idle to the tune of \$17,000.00 per day....and that was just for one  
>client. another one had me doing some other stuff that was even more stressful  
>so anyway, I know I've been abraisive and cranky oand a little whacked out  
>so thanks for not kicking me out of the group.....and during this time,  
>I've had Chris Ludwig build me a new DAW.

>

>It's an Intel Quad Core machine and is capable of playing back 40 tracks  
>at 1.5ms latency while recording 8 more with a 70% DSP load of UAD-1 plugins.  
>In Parisspeak, that's roughly a 3 MEC system running lots of UAD-1 plugins  
>at zero audible latency with a wonderful cue system, VSTi's, and every bell  
>and whistle you can imagine, without using ASIO direct monitoring.

>ADK did a great job on this box and it wasn't real expensive. the cores  
are

>running at 3.2GHz per, it's got 4G of RAM and 4 x 500G 7200 RPM SATAII HD's  
>configured into a RAID 10 Array. I'm also running a pair of 750G SATAII  
drives

>for audio samples and backup, respectively.

>

>Does it sound like Paris? Nope, but it sounds very good. It's possible to  
>mix in Native and get "BIG". It's just a different prescription. The Neve  
>5042 tape emulator doesn't hurt either.

>

>I ordered it with two system drives, one running Win XP Pro and the other  
>running Win XP x64 Pro. The first drive I tested was with Win XP64. The  
good  
>news was that this DAW is quite a bit more powerful than my dualcore Opteron  
>185 so I was able to achieve the 1.5 ms latency target that I was hoping  
>for. My VSTis' are as follows:  
>GPO  
>Ivory  
>NI B4  
>NI Bandstand  
>BFD  
>BFDII  
>Jamstix II  
>Trilogy  
>Drumagog  
>  
>I was able to load all but one of my VSTi's and that one was Ivory. This  
>one wouldn't play nice with a 64 bit OS.  
>  
>Despite speculation from Native Instruments that the NI installer would  
not  
>work in Win XP x64.....all of them did load.....NI B4II, GPO and Bandstand  
>work fine in both the standalone and VSTi formats. It's just a matter of  
>pointing them elsewhere instead of the default path it wants to use and  
they  
>run just fine.  
>  
>Performance was good at low latency, but not "as good" as I had hoped with  
>high track counts. For instance, I had 60 + tracks record enabled at both  
>32k and 64k buffers and was getting between 25% to 35% CPU loads. Also,  
there  
>was quite a bit of ASIO loading in Cubase when streaming samples in BFD  
and  
>BFD2. More really than with my older Opteron system.  
>  
>After working a while with XP64 I started loading the same programs on the  
>system drive running Windows XP32. I can record enable over 100 tracks at  
>32k buffers an the CPU load is around 10%.  
>  
>An even bigger difference is seen when playing back a project that is loaded  
>down with plugin count. Playing back a 40 track project with a 70% UAD-1  
>DSP while recording 8 x more tracks was getting a little dicey at 64k buffers  
>on XP64 (ASIO meter occasionally spiking). With Win XP32, the ASIO load  
during  
>dubbing on this same project is much lower and the overall system performance  
>is more solid. Sample streaming in BFD at low latencies is much improved.  
>  
>At higher latencies the ASIO performance is roughly equal but the overall

>performance nod goes to the XP64 because it can utilize all 4 x G of RAM  
>for use with virtual instruments. However, the main point of getting this  
>machine was to take advantage of it's capacity for operating at lower latencies.  
>As far as low latency performance is concerned, the margin between the two  
>OS'es give Win XP32 a significant edge.....significant enough to where  
>I have decided to go exclusively with XP32. I have a fairly powerful systemlinked  
>slave DAW to take up the slack if I run low on RAM in a mix and need more  
>VSTi's (not to mention the freeze function).  
>  
>and yes James.....I'm sure a Mac Pro can run circles around this, but a  
>Mac Pro, tricked out to this degree would cost considerably more ;o).  
>  
>For me these days, it's about achieving a certain benchmark and that benchmark  
>is to be able to use a native DAW with no audible latency, in the same way  
>that I used Paris. that has been accomplished now.  
>  
>I just wanted to give you guys a heads up about this and also to apologize  
>for being such a cantankerous wiseass (even more than usual) lately. I did  
>buy some Brie recently as a gesture of solidarity with my socialist bretherin  
>in France....  
>  
>Cheers,  
>  
>;o)

Vary cool bro... Glad to hear your doing better!

---

Subject: Re: New DAW.....Native has arrived  
Posted by [kerryg](#) on Sat, 24 May 2008 09:48:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Congratulations, DeeJ, on hitting the native DAW Holy Grail!

And congratulations on making it through a rough patch and pulling it off against steep odds. The professional benchmark over at our shop here isn't how well things go when they go well - it's about whether you can pull that rabbit out of your hat when they aren't.

- Kerry

On 5/23/08 9:56 PM, in article 4837a001\$1 @linux, "Deej" <noway@jose.net> wrote:

>  
> Well, the last couple of months or so has been one of the most stressful  
> periods  
> of my entire life as far as work goes. Chuck Norris jokes seemed like more

> of a sane reality than the insane reality of what's been going on here. I  
> got sick in February.....real sick, and wasn't able to really work for  
> about 3 weeks and during that time I needed to be working at least 50 hours  
> a week on a drilling program that I had committed to, so when I got well  
> enough to work, the shit had hit the fan, I was behind the 8 ball and so  
> I spent the next 60 days trying to stay ahead of 5 drilling rigs that had  
> moved into this area (because I told them I could do what needed to get done  
> to keep them busy)and unless I pulled a rabbit out of my hat, they were going  
> to sit idle to the tune of \$17,000.00 per day....and that was just for one  
> client. another one had me doing some other stuff that was even more stressful  
> so anyway, I know I've been abraasive and cranky oand a little whacked out  
> so thanks for not kicking me out of the group.....and during this time,  
> I've had Chris Ludwig build me a new DAW.  
>  
> It's an Intel Quad Core machine and is capable of playing back 40 tracks  
> at 1.5ms latency while recording 8 more with a 70% DSP load of UAD-1 plugins.  
> In Parisspeak, that's roughly a 3 MEC system running lots of UAD-1 plugins  
> at zero audible latency with a wonderful cue system, VSTi's, and every bell  
> and whistle you can imagine, without using ASIO direct monitoring.  
> ADK did a great job on this box and it wasn't real expensive. the cores are  
> running at 3.2GHz per, it's got 4G of RAM and 4 x 500G 7200 RPM SATAII HD's  
> configured into a RAID 10 Array. I'm also running a pair of 750G SATAII drives  
> for audio samples and backup, respectively.  
>  
> Does it sound like Paris? Nope, but it sounds very good. It's possible to  
> mix in Native and get "BIG". It's just a different prescription. The Neve  
> 5042 tape emulator doesn't hurt either.  
>  
> I ordered it with two system drives, one running Win XP Pro and the other  
> running Win XP x64 Pro. The first drive I tested was with Win XP64. The good  
> news was that this DAW is quite a bit more powerful than my dualcore Opteron  
> 185 so I was able to achieve the 1.5 ms latency target that I was hoping  
> for. My VSTis' are as follows:  
> GPO  
> Ivory  
> NI B4  
> NI Bandstand  
> BFD  
> BFDII  
> Jamstix II  
> Trilogy  
> Drumagog  
>  
> I was able to load all but one of my VSTi's and that one was Ivory. This  
> one wouldn't play nice with a 64 bit OS.  
>  
> Despite speculation from Native Instruments that the NI installer would not  
> work in Win XP x64.....all of them did load.....NI B4II, GPO and Bandstand

> work fine in both the standalone and VSTi formats. It's just a matter of  
> pointing them elsewhere instead of the default path it wants to use and they  
> run just fine.  
>  
> Performance was good at low latency, but not "as good" as I had hoped with  
> high track counts. For instance, I had 60 + tracks record enabled at both  
> 32k and 64k buffers and was getting between 25% to 35% CPU loads. Also, there  
> was quite a bit of ASIO loading in Cubase when streaming samples in BFD and  
> BFD2. More really than with my older Opteron system.  
>  
> After working a while with XP64 I started loading the same programs on the  
> system drive running Windows XP32. I can record enable over 100 tracks at  
> 32k buffers an the CPU load is around 10%.  
>  
> An even bigger difference is seen when playing back a project that is loaded  
> down with plugin count. Playing back a 40 track project with a 70% UAD-1  
> DSP while recording 8 x more tracks was getting a little dicey at 64k buffers  
> on XP64 (ASIO meter occasionally spiking). With Win XP32, the ASIO load during  
> dubbing on this same project is much lower and the overall system performance  
> is more solid. Sample streaming in BFD at low latencies is much improved.  
>  
> At higher latencies the ASIO performance is roughly equal but the overall  
> performance nod goes to the XP64 because it can utilize all 4 x G of RAM  
> for use with virtual instruments. However, the main point of getting this  
> machine was to take advantage of it's capacity for operating at lower  
> latencies.  
> As far as low latency performance is concerned, the margin between the two  
> OS'es give Win XP32 a significant edge.....significant enough to where  
> I have decided to go exclusively with XP32. I have a fairly powerful  
> systemlinked  
> slave DAW to take up the slack if I run low on RAM in a mix and need more  
> VSTi's (not to mention the freeze function).  
>  
> and yes James.....I'm sure a Mac Pro can run circles around this, but a  
> Mac Pro, tricked out to this degree would cost considerably more ;o).  
>  
> For me these days, it's about achieving a certain benchmark and that benchmark  
> is to be able to use a native DAW with no audible latency, in the same way  
> that I used Paris. that has been accomplished now.  
>  
> I just wanted to give you guys a heads up about this and also to apologize  
> for being such a cantankerous wiseass (even more than usual) lately. I did  
> buy some Brie recently as a gesture of solidarity with my socialist bretherin  
> in France....  
>  
> Cheers,  
>  
> ;o)

---

---

Subject: Re: New DAW.....Native has arrived  
Posted by [rick](#) on Sat, 24 May 2008 09:55:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

glad to hear you're better but the rest is nothing more than a pathetic chuck norris fan bragging about his new shit...what a loser...;o)

On 24 May 2008 14:56:33 +1000, "Deej" <noway@jose.net> wrote:

>  
>Well, the last couple of months or so has been one of the most stressful periods  
>of my entire life as far as work goes. Chuck Norris jokes seemed like more  
>of a sane reality than the insane reality of what's been going on here. I  
>got sick in February.....real sick, and wasn't able to really work for  
>about 3 weeks and during that time I needed to be working at least 50 hours  
>a week on a drilling program that I had committed to, so when I got well  
>enough to work, the shit had hit the fan, I was behind the 8 ball and so  
>I spent the next 60 days trying to stay ahead of 5 drilling rigs that had  
>moved into this area (because I told them I could do what needed to get done  
>to keep them busy)and unless I pulled a rabbit out of my hat, they were going  
>to sit idle to the tune of \$17,000.00 per day....and that was just for one  
>client. another one had me doing some other stuff that was even more stressful  
>so anyway, I know I've been abraasive and cranky oand a little whacked out  
>so thanks for not kicking me out of the group.....and during this time,  
>I've had Chris Ludwig build me a new DAW.

>  
>It's an Intel Quad Core machine and is capable of playing back 40 tracks  
>at 1.5ms latency while recording 8 more with a 70% DSP load of UAD-1 plugins.  
>In Parisspeak, that's roughly a 3 MEC system running lots of UAD-1 plugins  
>at zero audible latency with a wonderful cue system, VSTi's, and every bell  
>and whistle you can imagine, without using ASIO direct monitoring.  
>ADK did a great job on this box and it wasn't real expensive. the cores are  
>running at 3.2GHz per, it's got 4G of RAM and 4 x 500G 7200 RPM SATAII HD's  
>configured into a RAID 10 Array. I'm also running a pair of 750G SATAII drives  
>for audio samples and backup, respectively.

>  
>Does it sound like Paris? Nope, but it sounds very good. It's possible to  
>mix in Native and get "BIG". It's just a different prescription. The Neve  
>5042 tape emulator doesn't hurt either.

>  
>I ordered it with two system drives, one running Win XP Pro and the other  
>running Win XP x64 Pro. The first drive I tested was with Win XP64. The good  
>news was that this DAW is quite a bit more powerful than my dualcore Opteron  
>185 so I was able to achieve the 1.5 ms latency target that I was hoping  
>for. My VSTis' are as follows:  
>GPO  
>Ivory  
>NI B4

>NI Bandstand

>BFD

>BFDII

>Jamstix II

>Trilogy

>Drumagog

>

>I was able to load all but one of my VSTi's and that one was Ivory. This

>one wouldn't play nice with a 64 bit OS.

>

>Despite speculation from Native Instruments that the NI installer would not

>work in Win XP x64.....all of them did load.....NI B4II, GPO and Bandstand

>work fine in both the standalone and VSTi formats. It's just a matter of

>pointing them elsewhere instead of the default path it wants to use and they

>run just fine.

>

>Performance was good at low latency, but not "as good" as I had hoped with

>high track counts. For instance, I had 60 + tracks record enabled at both

>32k and 64k buffers and was getting between 25% to 35% CPU loads. Also, there

>was quite a bit of ASIO loading in Cubase when streaming samples in BFD and

>BFD2. More really than with my older Opteron system.

>

>After working a while with XP64 I started loading the same programs on the

>system drive running Windows XP32. I can record enable over 100 tracks at

>32k buffers an the CPU load is around 10%.

>

>An even bigger difference is seen when playing back a project that is loaded

>down with plugin count. Playing back a 40 track project with a 70% UAD-1

>DSP while recording 8 x more tracks was getting a little dicey at 64k buffers

>on XP64 (ASIO meter occasionally spiking). With Win XP32, the ASIO load during

>dubbing on this same project is much lower and the overall system performance

>is more solid. Sample streaming in BFD at low latencies is much improved.

>

>At higher latencies the ASIO performance is roughly equal but the overall

>performance nod goes to the XP64 because it can utilize all 4 x G of RAM

>for use with virtual instruments. However, the main point of getting this

>machine was to take advantage of it's capacity for operating at lower latencies.

>As far as low latency performance is concerned, the margin between the two

>OS'es give Win XP32 a significant edge.....significant enough to where

>I have decided to go exclusively with XP32. I have a fairly powerful systemlinked

>slave DAW to take up the slack if I run low on RAM in a mix and need more

>VSTi's (not to mention the freeze function).

>

>and yes James.....I'm sure a Mac Pro can run circles around this, but a

>Mac Pro, tricked out to this degree would cost considerably more ;o).

>

>For me these days, it's about achieving a certain benchmark and that benchmark

>is to be able to use a native DAW with no audible latency, in the same way

>that I used Paris. that has been accomplished now.  
>  
>I just wanted to give you guys a heads up about this and also to apologize  
>for being such a cantankerous wiseass (even more than usual) lately. I did  
>buy some Brie recently as a gesture of solidarity with my socialist bretherin  
>in France....  
>  
>Cheers,  
>  
>;o)

---

---

Subject: Re: New DAW.....Native has arrived  
Posted by [John \[1\]](#) on Sat, 24 May 2008 10:56:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I guess now he's going to actually have to make some music. :-) Any more  
bitching about hardware configurations will be met with a stiff: <http://tinyurl.com/57loat>

rick <parnell68@hotmail.com> wrote:  
>glad to hear you're better but the rest is nothing more than a  
>pathetic chuck norris fan bragging about his new shit...what a  
>loser...;o)  
>

---

---

Subject: Re: New DAW.....Native has arrived  
Posted by [Tom Bruhl](#) on Sat, 24 May 2008 15:25:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0015\_01C8BD90.DC9AEC60  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Deej,  
It sounds like you pulled through like a champ  
AND you have a smokin' DAW to boot.

Life is good. Right after it's really bad.  
Tom

"John" <no@no.com> wrote in message news:4837f444\$1@linux...

I guess now he's going to actually have to make some music. :-) Any =





> client. another one had me doing some other stuff that was even more stressful  
> so anyway, I know I've been abraisive and cranky oand a little whacked out  
> so thanks for not kicking me out of the group.....and during this time,  
> I've had Chris Ludwig build me a new DAW.  
>  
> It's an Intel Quad Core machine and is capable of playing back 40 tracks  
> at 1.5ms latency while recording 8 more with a 70% DSP load of UAD-1 plugins.  
> In Parisspeak, that's roughly a 3 MEC system running lots of UAD-1 plugins  
> at zero audible latency with a wonderful cue system, VSTi's, and every bell  
> and whistle you can imagine, without using ASIO direct monitoring.  
> ADK did a great job on this box and it wasn't real expensive. the cores are  
> running at 3.2GHz per, it's got 4G of RAM and 4 x 500G 7200 RPM SATAII HD's  
> configured into a RAID 10 Array. I'm also running a pair of 750G SATAII drives  
> for audio samples and backup, respectively.  
>  
> Does it sound like Paris? Nope, but it sounds very good. It's possible to  
> mix in Native and get "BIG". It's just a different prescription. The Neve  
> 5042 tape emulator doesn't hurt either.  
>  
> I ordered it with two system drives, one running Win XP Pro and the other  
> running Win XP x64 Pro. The first drive I tested was with Win XP64. The good  
> news was that this DAW is quite a bit more powerful than my dualcore Opteron  
> 185 so I was able to achieve the 1.5 ms latency target that I was hoping  
> for. My VSTis' are as follows:  
> GPO  
> Ivory  
> NI B4  
> NI Bandstand  
> BFD  
> BFDII  
> Jamstix II  
> Trilogy  
> Drumagog  
>  
> I was able to load all but one of my VSTi's and that one was Ivory. This  
> one wouldn't play nice with a 64 bit OS.  
>  
> Despite speculation from Native Instruments that the NI installer would not  
> work in Win XP x64.....all of them did load.....NI B4II, GPO and Bandstand  
> work fine in both the standalone and VSTi formats. It's just a matter of  
> pointing them elsewhere instead of the default path it wants to use and they  
> run just fine.  
>  
> Performance was good at low latency, but not "as good" as I had hoped with  
> high track counts. For instance, I had 60 + tracks record enabled at both  
> 32k and 64k buffers and was getting between 25% to 35% CPU loads. Also, there  
> was quite a bit of ASIO loading in Cubase when streaming samples in BFD and  
> BFD2. More really than with my older Opteron system.

>  
> After working a while with XP64 I started loading the same programs on the  
> system drive running Windows XP32. I can record enable over 100 tracks at  
> 32k buffers an the CPU load is around 10%.  
>  
> An even bigger difference is seen when playing back a project that is loaded  
> down with plugin count. Playing back a 40 track project with a 70% UAD-1  
> DSP while recording 8 x more tracks was getting a little dicey at 64k buffers  
> on XP64 (ASIO meter occasionally spiking). With Win XP32, the ASIO load during  
> dubbing on this same project is much lower and the overall system performance  
> is more solid. Sample streaming in BFD at low latencies is much improved.  
>  
> At higher latencies the ASIO performance is roughly equal but the overall  
> performance nod goes to the XP64 because it can utilize all 4 x G of RAM  
> for use with virtual instruments. However, the main point of getting this  
> machine was to take advantage of it's capacity for operating at lower latencies.  
> As far as low latency performance is concerned, the margin between the two  
> OS'es give Win XP32 a significant edge.....significant enough to where  
> I have decided to go exclusively with XP32. I have a fairly powerful systemlinked  
> slave DAW to take up the slack if I run low on RAM in a mix and need more  
> VSTi's (not to mention the freeze function).  
>  
> and yes James.....I'm sure a Mac Pro can run circles around this, but a  
> Mac Pro, tricked out to this degree would cost considerably more ;o).  
>  
> For me these days, it's about achieving a certain benchmark and that benchmark  
> is to be able to use a native DAW with no audible latency, in the same way  
> that I used Paris. that has been accomplished now.  
>  
> I just wanted to give you guys a heads up about this and also to apologize  
> for being such a cantankerous wiseass (even more than usual) lately. I did  
> buy some Brie recently as a gesture of solidarity with my socialist bretherin  
> in France....  
>  
> Cheers,  
>  
> ;o)

---

Subject: Re: New DAW.....Native has arrived  
Posted by [Deej \[5\]](#) on Sat, 24 May 2008 20:33:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Bill L <[bill@billlorentzen.com](mailto:bill@billlorentzen.com)> wrote:  
>How much was that machine, 'cause I'm about due for a new DAW and I  
>would love to get the low latency thing nailed once and for all. One  
>question: what are you using for input monitoring reverbs when you crank

>it down like that? Outboard or plug?

>

>If they could just make Cubase sand colored it probably would sound like

>Paris. Honestly (and I know I will get dissed for this) I never really

>heard the "Paris sound" particularly. Maybe because it was not even

>close to what I was used to in my analog studio. In support of that, the

>engineers who made Paris said there never was any compression going on

>on the mix buss. It's the desert colors, dudes. They look warm so you

>mix warm... could be true, actually.

>

Bill the DAW (with the exception of the audio hardware) the DAW was in the neighborhood of \$2500.00.

I'm using 5 x different outboard reverbs here. They are interfaced via AES with RME ADI 8-DD units so as to be able to up/down sample in real time when I'm working at sample rates above 48k.

I'm running an RME MADI, an HDSP 9652 and an AES 32 card in one 13 slot Magma that is interfacing with the mobo via PCIe. I'm also running another 13 slot Magma with 4 x UAD-1 cards which is interfacing with the mobo via PCI.

Converters are 3 x RME ADI8-DS units and Mytek Stereo AD/DA's. I'm monitoring through my Benchmark DAC-1

It's a nice and very stable rig.

---

Subject: Re: New DAW.....Native has arrived  
Posted by [Bill L](#) on Sat, 24 May 2008 20:49:15 GMT

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

---

Sounds great and that is a reasonable price, but my question was this: let's say you are tracking a singer that wants some verb in the cans. Do you use outboard or track with a plug or could you do either?

Deej wrote:

> Bill L <[bill@billlorentzen.com](mailto:bill@billlorentzen.com)> wrote:

>> How much was that machine, 'cause I'm about due for a new DAW and I

>> would love to get the low latency thing nailed once and for all. One

>> question: what are you using for input monitoring reverbs when you crank

>

>> it down like that? Outboard or plug?

>>

>> If they could just make Cubase sand colored it probably would sound like

>

>> Paris. Honestly (and I know I will get dissed for this) I never really  
>> heard the "Paris sound" particularly. Maybe because it was not even  
>> close to what I was used to in my analog studio. In support of that, the  
>  
>> engineers who made Paris said there never was any compression going on  
>> on the mix buss. It's the desert colors, dudes. They look warm so you  
>> mix warm... could be true, actually.  
>>  
>  
> Bill the DAW (with the exception of the audio hardware) the DAW was in the  
> neighborhood of \$2500.00.  
>  
> I'm using 5 x different outboard reverbs here. They are interfaced via AES  
> with RME ADI 8-DD units so as to be able to up/down sample in real time when  
> I'm working at sample rates above 48k.  
>  
> I'm running an RME MADI, an HDSP 9652 and an AES 32 card in one 13 slot Magma  
> that is interfacing with the mobo via PCIe. I'm also running another 13 slot  
> Magma with 4 x UAD-1 cards which is interfacing with the mobo via PCI.  
>  
> Converters are 3 x RME ADI8-DS units and Mytek Stereo AD/DA's. I'm monitoring  
> through my Benchmark DAC-1  
>  
> It's a nice and very stable rig.

---

---

Subject: Re: New DAW.....Native has arrived  
Posted by [Jamie K](#) on Sat, 24 May 2008 23:17:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Chuck Norris built a DAW using a Commodore 64, and after just one night  
roundhouse kick it now runs faster than any system ever built. With not  
just zero latency but negative latency. It records what he plays BEFORE  
he plays it...

Glad to hear you're over the rough patch with your stress factor and  
health, Deej. Congrats on the new system!

Take a couple of days off why doncha?

Cheers,  
-Jamie  
[www.JamieKruz.com](http://www.JamieKruz.com)

Deej wrote:

> Well, the last couple of months or so has been one of the most stressful periods  
> of my entire life as far as work goes. Chuck Norris jokes seemed like more

> of a sane reality than the insane reality of what's been going on here. I  
> got sick in February.....real sick, and wasn't able to really work for  
> about 3 weeks and during that time I needed to be working at least 50 hours  
> a week on a drilling program that I had committed to, so when I got well  
> enough to work, the shit had hit the fan, I was behind the 8 ball and so  
> I spent the next 60 days trying to stay ahead of 5 drilling rigs that had  
> moved into this area (because I told them I could do what needed to get done  
> to keep them busy)and unless I pulled a rabbit out of my hat, they were going  
> to sit idle to the tune of \$17,000.00 per day....and that was just for one  
> client. another one had me doing some other stuff that was even more stressful  
> so anyway, I know I've been abraasive and cranky oand a little whacked out  
> so thanks for not kicking me out of the group.....and during this time,  
> I've had Chris Ludwig build me a new DAW.  
>  
> It's an Intel Quad Core machine and is capable of playing back 40 tracks  
> at 1.5ms latency while recording 8 more with a 70% DSP load of UAD-1 plugins.  
> In Parisspeak, that's roughly a 3 MEC system running lots of UAD-1 plugins  
> at zero audible latency with a wonderful cue system, VSTi's, and every bell  
> and whistle you can imagine, without using ASIO direct monitoring.  
> ADK did a great job on this box and it wasn't real expensive. the cores are  
> running at 3.2GHz per, it's got 4G of RAM and 4 x 500G 7200 RPM SATAII HD's  
> configured into a RAID 10 Array. I'm also running a pair of 750G SATAII drives  
> for audio samples and backup, respectively.  
>  
> Does it sound like Paris? Nope, but it sounds very good. It's possible to  
> mix in Native and get "BIG". It's just a different prescription. The Neve  
> 5042 tape emulator doesn't hurt either.  
>  
> I ordered it with two system drives, one running Win XP Pro and the other  
> running Win XP x64 Pro. The first drive I tested was with Win XP64. The good  
> news was that this DAW is quite a bit more powerful than my dualcore Opteron  
> 185 so I was able to achieve the 1.5 ms latency target that I was hoping  
> for. My VSTis' are as follows:  
> GPO  
> Ivory  
> NI B4  
> NI Bandstand  
> BFD  
> BFDII  
> Jamstix II  
> Trilogy  
> Drumagog  
>  
> I was able to load all but one of my VSTi's and that one was Ivory. This  
> one wouldn't play nice with a 64 bit OS.  
>  
> Despite speculation from Native Instruments that the NI installer would not  
> work in Win XP x64.....all of them did load.....NI B4II, GPO and Bandstand

> work fine in both the standalone and VSTi formats. It's just a matter of  
> pointing them elsewhere instead of the default path it wants to use and they  
> run just fine.  
>  
> Performance was good at low latency, but not "as good" as I had hoped with  
> high track counts. For instance, I had 60 + tracks record enabled at both  
> 32k and 64k buffers and was getting between 25% to 35% CPU loads. Also, there  
> was quite a bit of ASIO loading in Cubase when streaming samples in BFD and  
> BFD2. More really than with my older Opteron system.  
>  
> After working a while with XP64 I started loading the same programs on the  
> system drive running Windows XP32. I can record enable over 100 tracks at  
> 32k buffers an the CPU load is around 10%.  
>  
> An even bigger difference is seen when playing back a project that is loaded  
> down with plugin count. Playing back a 40 track project with a 70% UAD-1  
> DSP while recording 8 x more tracks was getting a little dicey at 64k buffers  
> on XP64 (ASIO meter occasionally spiking). With Win XP32, the ASIO load during  
> dubbing on this same project is much lower and the overall system performance  
> is more solid. Sample streaming in BFD at low latencies is much improved.  
>  
> At higher latencies the ASIO performance is roughly equal but the overall  
> performance nod goes to the XP64 because it can utilize all 4 x G of RAM  
> for use with virtual instruments. However, the main point of getting this  
> machine was to take advantage of it's capacity for operating at lower latencies.  
> As far as low latency performance is concerned, the margin between the two  
> OS'es give Win XP32 a significant edge.....significant enough to where  
> I have decided to go exclusively with XP32. I have a fairly powerful systemlinked  
> slave DAW to take up the slack if I run low on RAM in a mix and need more  
> VSTi's (not to mention the freeze function).  
>  
> and yes James.....I'm sure a Mac Pro can run circles around this, but a  
> Mac Pro, tricked out to this degree would cost considerably more ;o).  
>  
> For me these days, it's about achieving a certain benchmark and that benchmark  
> is to be able to use a native DAW with no audible latency, in the same way  
> that I used Paris. that has been accomplished now.  
>  
> I just wanted to give you guys a heads up about this and also to apologize  
> for being such a cantankerous wiseass (even more than usual) lately. I did  
> buy some Brie recently as a gesture of solidarity with my socialist bretherin  
> in France....  
>  
> Cheers,  
>  
> ;o)

---

---

Subject: Re: New DAW.....Native has arrived  
Posted by [Deej \[5\]](#) on Sun, 25 May 2008 01:01:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Bill L <[bill@billlorentzen.com](mailto:bill@billlorentzen.com)> wrote:  
>Sounds great and that is a reasonable price, but my question was this:  
>let's say you are tracking a singer that wants some verb in the cans. Do  
  
>you use outboard or track with a plug or could you do either?  
>

Bill,

You could do either, though a native reverb would use some of your CPU cycles.  
I really haven't tried using a native reverb for ambience while tracking.  
I'll give it a go and see what the verdict is.

---

---

Subject: Re: New DAW.....Native has arrived  
Posted by [mike audet\[3\]](#) on Sun, 25 May 2008 01:19:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi Deej,

Thanks for sharing this. The latency is the one issue that I simply could never deal with in a native daw.

It is really encouraging to hear that native may be ready for prime time.  
I wonder if a quad core phenom would do as well as the core 2.

Would NoLimt!, the compressors, and the verbs in vst format be something you would use in this new beast? I'm thinking that keeping the algos alive in native form will be the best way to keep Paris alive over the long term, and also keep you ex-pats in the fold.

All the best,

Mike

"Deej" <[noway@jose.net](mailto:noway@jose.net)> wrote:  
>  
>Well, the last couple of months or so has been one of the most stressful periods  
>of my entire life as far as work goes. Chuck Norris jokes seemed like more  
>of a sane reality than the insane reality of what's been going on here.  
|  
>got sick in February.....real sick, and wasn't able to really work for

>about 3 weeks and during that time I needed to be working at least 50 hours  
>a week on a drilling program that I had committed to, so when I got well  
>enough to work, the shit had hit the fan, I was behind the 8 ball and so  
>I spent the next 60 days trying to stay ahead of 5 drilling rigs that had  
>moved into this area (because I told them I could do what needed to get  
done  
>to keep them busy)and unless I pulled a rabbit out of my hat, they were  
going  
>to sit idle to the tune of \$17,000.00 per day....and that was just for one  
>client. another one had me doing some other stuff that was even more stressful  
>so anyway, I know I've been abraisive and cranky oand a little whacked out  
>so thanks for not kicking me out of the group.....and during this time,  
>I've had Chris Ludwig build me a new DAW.  
>  
>It's an Intel Quad Core machine and is capable of playing back 40 tracks  
>at 1.5ms latency while recording 8 more with a 70% DSP load of UAD-1 plugins.  
>In Parisspeak, that's roughly a 3 MEC system running lots of UAD-1 plugins  
>at zero audible latency with a wonderful cue system, VSTi's, and every bell  
>and whistle you can imagine, without using ASIO direct monitoring.  
>ADK did a great job on this box and it wasn't real expensive. the cores  
are  
>running at 3.2GHz per, it's got 4G of RAM and 4 x 500G 7200 RPM SATAII HD's  
>configured into a RAID 10 Array. I'm also running a pair of 750G SATAII  
drives  
>for audio samples and backup, respectively.  
>  
>Does it sound like Paris? Nope, but it sounds very good. It's possible to  
>mix in Native and get "BIG". It's just a different prescription. The Neve  
>5042 tape emulator doesn't hurt either.  
>  
>I ordered it with two system drives, one running Win XP Pro and the other  
>running Win XP x64 Pro. The first drive I tested was with Win XP64. The  
good  
>news was that this DAW is quite a bit more powerful than my dualcore Opteron  
>185 so I was able to achieve the 1.5 ms latency target that I was hoping  
>for. My VSTis' are as follows:  
>GPO  
>Ivory  
>NI B4  
>NI Bandstand  
>BFD  
>BFDII  
>Jamstix II  
>Trilogy  
>Drumagog  
>  
>I was able to load all but one of my VSTi's and that one was Ivory. This  
>one wouldn't play nice with a 64 bit OS.

>  
>Despite speculation from Native Instruments that the NI installer would not  
>work in Win XP x64.....all of them did load.....NI B4II, GPO and Bandstand  
>work fine in both the standalone and VSTi formats. It's just a matter of  
>pointing them elsewhere instead of the default path it wants to use and  
>they  
>run just fine.

>  
>Performance was good at low latency, but not "as good" as I had hoped with  
>high track counts. For instance, I had 60 + tracks record enabled at both  
>32k and 64k buffers and was getting between 25% to 35% CPU loads. Also,  
>there  
>was quite a bit of ASIO loading in Cubase when streaming samples in BFD  
>and  
>BFD2. More really than with my older Opteron system.

>  
>After working a while with XP64 I started loading the same programs on the  
>system drive running Windows XP32. I can record enable over 100 tracks at  
>32k buffers an the CPU load is around 10%.

>  
>An even bigger difference is seen when playing back a project that is loaded  
>down with plugin count. Playing back a 40 track project with a 70% UAD-1  
>DSP while recording 8 x more tracks was getting a little dicey at 64k buffers  
>on XP64 (ASIO meter occasionally spiking). With Win XP32, the ASIO load  
>during  
>dubbing on this same project is much lower and the overall system performance  
>is more solid. Sample streaming in BFD at low latencies is much improved.

>  
>At higher latencies the ASIO performance is roughly equal but the overall  
>performance nod goes to the XP64 because it can utilize all 4 x G of RAM  
>for use with virtual instruments. However, the main point of getting this  
>machine was to take advantage of it's capacity for operating at lower latencies.  
>As far as low latency performance is concerned, the margin between the two  
>OS'es give Win XP32 a significant edge.....significant enough to where  
>I have decided to go exclusively with XP32. I have a fairly powerful systemlinked  
>slave DAW to take up the slack if I run low on RAM in a mix and need more  
>VSTi's (not to mention the freeze function).

>  
>and yes James.....I'm sure a Mac Pro can run circles around this, but a  
>Mac Pro, tricked out to this degree would cost considerably more ;o).

>  
>For me these days, it's about achieving a certain benchmark and that benchmark  
>is to be able to use a native DAW with no audible latency, in the same way  
>that I used Paris. that has been accomplished now.

>  
>I just wanted to give you guys a heads up about this and also to apologize  
>for being such a cantankerous wiseass (even more than usual) lately. I did

>buy some Brie recently as a gesture of solidarity with my socialist bretherin  
>in France....  
>  
>Cheers,  
>  
>:o)

---

---

Subject: Re: New DAW.....Native has arrived  
Posted by [mike audet\[3\]](#) on Sun, 25 May 2008 16:19:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

DJ, are the latency values round trip or based on input and output buffers?

I emailed RME the same questions, but I thought you might know.

All the best,

Mike

---

---

Subject: Re: New DAW.....Native has arrived  
Posted by [TCB](#) on Sun, 25 May 2008 17:29:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hey DeeJ,

Glad you're feeling better. I've developed a general curiosity about the domestic oil/gas business in my new job. I don't envy you doing what you do.

Also nice to see native is getting good enough to be the real deal for you. I've been talking about native for years, as you know, and in the long run we'll \_all\_ be doing native. And I mean the Mutt Lang types as well. Moore's law spares no one.

My fave thing about the quality of native is that it's letting me put my big bucks where it really matters, into a smaller number of choices pieces of analog gear like mics and analog synths.

TCB

"Deej" <noway@jose.net> wrote:

>  
>Well, the last couple of months or so has been one of the most stressful periods

>of my entire life as far as work goes. Chuck Norris jokes seemed like more  
>of a sane reality than the insane reality of what's been going on here.

|

>got sick in February.....real sick, and wasn't able to really work for  
>about 3 weeks and during that time I needed to be working at least 50 hours  
>a week on a drilling program that I had committed to, so when I got well  
>enough to work, the shit had hit the fan, I was behind the 8 ball and so  
>I spent the next 60 days trying to stay ahead of 5 drilling rigs that had  
>moved into this area (because I told them I could do what needed to get  
done

>to keep them busy)and unless I pulled a rabbit out of my hat, they were  
going

>to sit idle to the tune of \$17,000.00 per day....and that was just for one  
>client. another one had me doing some other stuff that was even more stressful  
>so anyway, I know I've been abraasive and cranky oand a little whacked out  
>so thanks for not kicking me out of the group.....and during this time,  
>I've had Chris Ludwig build me a new DAW.

>

>It's an Intel Quad Core machine and is capable of playing back 40 tracks  
>at 1.5ms latency while recording 8 more with a 70% DSP load of UAD-1 plugins.  
>In Parisspeak, that's roughly a 3 MEC system running lots of UAD-1 plugins  
>at zero audible latency with a wonderful cue system, VSTi's, and every bell  
>and whistle you can imagine, without using ASIO direct monitoring.

>ADK did a great job on this box and it wasn't real expensive. the cores  
are

>running at 3.2GHz per, it's got 4G of RAM and 4 x 500G 7200 RPM SATAII HD's  
>configured into a RAID 10 Array. I'm also running a pair of 750G SATAII  
drives

>for audio samples and backup, respectively.

>

>Does it sound like Paris? Nope, but it sounds very good. It's possible to  
>mix in Native and get "BIG". It's just a different prescription. The Neve  
>5042 tape emulator doesn't hurt either.

>

>I ordered it with two system drives, one running Win XP Pro and the other  
>running Win XP x64 Pro. The first drive I tested was with Win XP64. The  
good

>news was that this DAW is quite a bit more powerful than my dualcore Opteron  
>185 so I was able to achieve the 1.5 ms latency target that I was hoping  
>for. My VSTis' are as follows:

>GPO

>Ivory

>NI B4

>NI Bandstand

>BFD

>BFDII

>Jamstix II

>Trilogy

>Drumagog

>

>I was able to load all but one of my VSTi's and that one was Ivory. This  
>one wouldn't play nice with a 64 bit OS.

>

>Despite speculation from Native Instruments that the NI installer would  
not

>work in Win XP x64.....all of them did load.....NI B4II, GPO and Bandstand

>work fine in both the standalone and VSTi formats. It's just a matter of

>pointing them elsewhere instead of the default path it wants to use and  
they

>run just fine.

>

>Performance was good at low latency, but not "as good" as I had hoped with

>high track counts. For instance, I had 60 + tracks record enabled at both

>32k and 64k buffers and was getting between 25% to 35% CPU loads. Also,  
there

>was quite a bit of ASIO loading in Cubase when streaming samples in BFD  
and

>BFD2. More really than with my older Opteron system.

>

>After working a while with XP64 I started loading the same programs on the

>system drive running Windows XP32. I can record enable over 100 tracks at

>32k buffers an the CPU load is around 10%.

>

>An even bigger difference is seen when playing back a project that is loaded

>down with plugin count. Playing back a 40 track project with a 70% UAD-1

>DSP while recording 8 x more tracks was getting a little dicey at 64k buffers

>on XP64 (ASIO meter occasionally spiking). With Win XP32, the ASIO load

during

>dubbing on this same project is much lower and the overall system performance

>is more solid. Sample streaming in BFD at low latencies is much improved.

>

>At higher latencies the ASIO performance is roughly equal but the overall

>performance nod goes to the XP64 because it can utilize all 4 x G of RAM

>for use with virtual instruments. However, the main point of getting this

>machine was to take advantage of it's capacity for operating at lower latencies.

>As far as low latency performance is concerned, the margin between the two

>OS'es give Win XP32 a significant edge.....significant enough to where

>I have decided to go exclusively with XP32. I have a fairly powerful systemlinked

>slave DAW to take up the slack if I run low on RAM in a mix and need more

>VSTi's (not to mention the freeze function).

>

>and yes James.....I'm sure a Mac Pro can run circles around this, but a

>Mac Pro, tricked out to this degree would cost considerably more ;o).

>

>For me these days, it's about achieving a certain benchmark and that benchmark

>is to be able to use a native DAW with no audible latency, in the same way

>that I used Paris. that has been accomplished now.  
>  
>I just wanted to give you guys a heads up about this and also to apologize  
>for being such a cantankerous wiseass (even more than usual) lately. I did  
>buy some Brie recently as a gesture of solidarity with my socialist bretherin  
>in France....  
>  
>Cheers,  
>  
>;o)

---

---

Subject: Re: New DAW.....Native has arrived  
Posted by [Deej \[5\]](#) on Sun, 25 May 2008 23:30:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

"Mike Audet" <mike@..> wrote:  
>  
>DJ, are the latency values round trip or based on input and output buffers?  
>  
>  
>I emailed RME the same questions, but I thought you might know.  
>  
>All the best,  
>  
>Mike

Mike,

I think thereis an extra 32k of round trip latency involved with the RME gear, so 64k buffers (a/k/a 1.5ms latency) is actually around 2.25ms. RME won't admit that there this voodoo going on so I'd be surprised if they answer you. AFAIK, the LynxTwo series of cards has the best low latency performance, or at least that's what I read on the various forums. chris Ludwig would probaly be a better authority on this than I.

;o)

---

---

Subject: Re: New DAW.....Native has arrived  
Posted by [Deej](#) on Sun, 25 May 2008 23:37:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

"Mike Audet" <mike@..> wrote:  
>  
>Hi Deej,  
>

>Thanks for sharing this. The latency is the one issue that I simply could  
>never deal with in a native daw.  
>  
>It is really encouraging to hear that native may be ready for prime time.  
> I wonder if a quad core phenom would do as well as the core 2.

I think the phenom's are way behind the Intel chips at this point. My Opteron 185 (2600MHz per core in the old DAW) is basically a Phenom. From what I'm seeing here, it's performance is about 40% "less capable than the Intel Quad I'm running here when working at low latencies.

>Would NoLimt!, the compressors, and the verbs in vst format be something  
>you would use in this new beast? I'm thinking that keeping the algos alive  
>in native form will be the best way to keep Paris alive over the long term,  
>and also keep you ex-pats in the fold.  
>  
>All the best,

I'd buy them. I'm using exclusively UAD-1 plugins at this point. The paris  
plugs would be cool to have.  
>

;o)

---

Subject: Re: New DAW.....Native has arrived  
Posted by [Deej \[5\]](#) on Sun, 25 May 2008 23:59:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

"TCB" <nobody@ishere.com> wrote:

>  
>Hey Deej,  
>  
>Glad you're feeling better. I've developed a general curiosity about the  
>domestic oil/gas business in my new job. I don't envy you doing what you  
>do.  
>  
>Also nice to see native is getting good enough to be the real deal for you.  
>I've been talking about native for years, as you know, and in the long run  
>we'll \_all\_ be doing native. And I mean the Mutt Lang types as well. Moore's  
>law spares no one.  
>  
>My fave thing about the quality of native is that it's letting me put my  
>big bucks where it really matters, into a smaller number of choices pieces  
>of analog gear like mics and analog synths.  
>  
>TCB

>

Well.....I thought I was gonna have to eat some major crow today. I was configuring a basic template and all of a sudden the whole then started losing sync....and I mean, like.....totally FUBAR. I was finally able to trace it down to a couple of settings with the control panel in my AES32 card that needed to change. That one is digitally interfacing with all my outboard reverbs. I'm clocking/syncing 17 different interfaces here. All is well now though....and to think.....when I sold my Paris system, I did it thinking that I was going to "simplify" things.

It is running soooooo nicely now.....and everything just integrates so flawlessly and it's so friggin cool!!

You can take the boy out of the madhouse, but you can't take the madhouse out of the boy.

;o)

---

Subject: Re: New DAW.....Native has arrived  
Posted by [Mike Audet](#) on Mon, 26 May 2008 10:07:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi DJ,

This is what they said:

Hello,

latency is measured from inout to output.

Regards,  
Daniel Fuchs  
RME

Those are spectacular numbers for a native system. Even at 2.25 ms, that's pretty good.

Very cool. Thanks for letting us know about it.

Mike

Deej" <noway@jose.net> wrote:

>

>"Mike Audet" <mike@..> wrote:

>>  
>>DJ, are the latency values round trip or based on input and output buffers?  
>>  
>>  
>>I emailed RME the same questions, but I thought you might know.  
>>  
>>All the best,  
>>  
>>Mike  
>  
>Mike,  
>  
>I think there is an extra 32k of round trip latency involved with the RME  
>gear, so 64k buffers (a/k/a 1.5ms latency) is actually around 2.25ms. RME  
>won't admit that there is this voodoo going on so I'd be surprised if they  
answer  
>you. AFAIK, the LynxTwo series of cards has the best low latency performance,  
>or at least that's what I read on the various forums. Chris Ludwig would  
>probably be a better authority on this than I.  
>  
>;o)  
>  
>

---

Subject: Re: New DAW.....Native has arrived  
Posted by [Chris Ludwig](#) on Tue, 27 May 2008 16:52:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Hi DJ,

RME's driver reports the ASIO buffer and the AD/DA latency of any of its in board converters. You also have the added PDC of the host app getting factored in.

There is also added latency in the samples range of the multiple audio devices like any other digital hardware.

All your digital gear and AD/DA converters are adding to some extent to the over In to Out latency. It is not possible for the sound card to know the exact AD/DA latency performance of all your converters.

They are the only company that I know of that even lets their driver report their latency in detail to the ASIO host.

Most others hide the info and only report the driver latency only.

You will see this all over on the low end firewire devices.

The highest number of support calls we get are on Tascam and Lynx.

90% of the time they are not because of user error, i.e., not setting up the clock right.

This is from people that use our systems and from people that just purchased the gear from us.

That said though one of the best bang for the buck converter sound card combos is a RME AES32

PCI card and a Lynx Aurora 16.

No proprietary cabling and more reliable clocking and actual fully functional hardware monitoring.

The only other high I/O combo I've seen that very good quality AD/DA that isn't very high priced would be using a

RME MADI card with a SSL Alpha Link MADI box.

24 high quality analog AD/DA and 24 AES or ADAT connections for around \$5000 including the sound card.

Chris

Deej wrote:

> "Mike Audet" <mike@..> wrote:

>> DJ, are the latency values round trip or based on input and output buffers?

>>

>>

>> I emailed RME the same questions, but I thought you might know.

>>

>> All the best,

>>

>> Mike

>

> Mike,

>

> I think there is an extra 32k of round trip latency involved with the RME

> gear, so 64k buffers (a/k/a 1.5ms latency) is actually around 2.25ms. RME

> won't admit that there is this voodoo going on so I'd be surprised if they answer

> you. AFAIK, the LynxTwo series of cards has the best low latency performance,

> or at least that's what I read on the various forums. Chris Ludwig would

> probably be a better authority on this than I.

>

> ;o)

>

>

--

Chris Ludwig

ADK Pro Audio

(859) 635-5762

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

[chrisl@adkproaudio.com](mailto:chrisl@adkproaudio.com)

Subject: Re: New DAW.....Native has arrived  
Posted by [EK Sound](#) on Tue, 27 May 2008 21:03:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hey Deej,

What MB / chip combo did you end up with? The 4400 here is starting to give me some grief and I'm looking at a replacement.

David.

Deej wrote:

> "TCB" <nobody@ishere.com> wrote:

>> Hey Deej,

>>

>> Glad you're feeling better. I've developed a general curiosity about the  
>> domestic oil/gas business in my new job. I don't envy you doing what you  
>> do.

>>

>> Also nice to see native is getting good enough to be the real deal for you.  
>> I've been talking about native for years, as you know, and in the long run  
>> we'll \_all\_ be doing native. And I mean the Mutt Lang types as well. Moore's  
>> law spares no one.

>>

>> My fave thing about the quality of native is that it's letting me put my  
>> big bucks where it really matters, into a smaller number of choices pieces  
>> of analog gear like mics and analog synths.

>>

>> TCB

>>

>

> Well.....I thought I was gonna have to eat some major crow today. I was  
> configuring a basic template and all of a sudden the whole then started losing  
> sync....and I mean, like.....totally FUBAR. I was finally able to trace  
> it down to a couple of settings with the control panel in my AES32 card that  
> needed to change. That one is digitally interfacing with all my outboard  
> reverbs. I'm clocking/syncing 17 different interfaces here. All is well now  
> though....and to think.....when I sold my Paris system, I did it thinking  
> that I was going to "simplify" things.

>

> It is running soooooo nicely now.....and everything just integrates so  
> flawlessly and it's so friggin cool!!

>

> You can take the boy out of the madhouse, but you can't take the madhouse  
> out of the boy.

>

> ;o)

>

>

---

---

Subject: Re: New DAW.....Native has arrived  
Posted by [excelav](#) on Tue, 27 May 2008 22:55:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Chris Ludwig <[chrisl@adkproaudio.com](mailto:chrisl@adkproaudio.com)> wrote:

>Hi DJ,

>

>RME's driver reports the ASIO buffer and the AD/DA latency of any of it's  
in board converters.

>You also have the added PDC of the host app getting factored in.

>There is also added latency in the samples range of the multiple audio devices  
like

>any other digital hardware.

>All you digital gear and AD/DA converters are adding to some extent to the  
over In to

>Out latency.

>It is not possible for the sound card to know the exact AD/DA latency performance  
of

>all your converters.

>They are the only company that I know of that even lets their driver report  
their latency

>in detail to the ASIO host.

>Most other hide the the info and only report the driver latency only.

>You will see this allot on the the low end firewire devices.

>

>The highest number of support calls we get are on Tascam and Lynx.

>90% of the time they are not because of user error, i.e., not setting up  
the clock right.

>This is from people that use our systems and from people that just purchased  
the gear

>from use.

>

>That said though one the best bang for the buck converter sound card combos  
is a RME

>AES32 PCI card and a Lynx Aurora 16.

>No proprietary cabling and more reliable clocking and actual fully functional  
hardware

>monitoring.

>

>The only other high I/O combo I've seen that very good quality AD/DA that  
isn't very

>high priced would be using a

>RME MADI card with a SSL Alpha Link MADI box.

>24 high quality analog AD/DA and 24 AES or ADAT connections for around \$5000  
including

>the sound card.

>

>Chris

>

>

I guess your speaking to mainly PC solutions. Chris, since you speaking of solid systems, what are your thoughts about the Apogee stuff? Have you tested it?

>

>

>

>Deej wrote:

>> "Mike Audet" <mike@..> wrote:

>>> DJ, are the latency values round trip or based on input and output buffers?

>>>

>>>

>>> I emailed RME the same questions, but I thought you might know.

>>>

>>> All the best,

>>>

>>> Mike

>>

>> Mike,

>>

>> I think thereis an extra 32k of round trip latency involved with the RME

>> gear, so 64k buffers (a/k/a 1.5ms latency) is actually around 2.25ms.

RME

>> won't admit that there this voodoo going on so I'd be surprised if they answer

>> you. AFAIK, the LynxTwo series of cards has the best low latency performance,

>> or at least that's what I read on the various forums. chris Ludwig would

>> probaly be a better authority on this than I.

>>

>> ;o)

>>

>>

>

>--

>Chris Ludwig

>

>ADK Pro Audio

>(859) 635-5762

>www.adkproaudio.com

>chrisl@adkproaudio.com

---

Subject: Re: New DAW.....Native has arrived

Posted by [Chris Ludwig](#) on Wed, 28 May 2008 17:44:30 GMT

Hi James,

I've had a chance to use a symphony system once so far. It was very nice.

The latency was no better or worse than another PCI/PCI-e audio interface I've used on a MAC.

But that was when it was still 10.4.

Seems to be alot of reports of people having trouble lately with Apogee and 10.5.

But that could just as well be user error from some of the reports I see.

A RME MADI PCI-e card at 96k will get the same low latencies as the Apogee does at 96k.

At 44.1k the Apogee perform like the RME does at 44.1k which is in the 2/3 ms range.

It's Logic "integration" is I guess a bonus for people that don't want to option the mixer panel on the apple menu bar.

It is a great value if you already have a bunch of Apogee but if not then it is not at all a good deal. More proprietary than Digi practically.

RME MADI PCI-e cards work great on MAC with any of the major software programs I've used.

The SSL RME MADI card combo would still be a untouchable combo atm.

Both RME and SSL will be releasing more I/O options especially large I/O ones over the next 1 or 2 with MADI connectivity.

Chris

James McCloskey wrote:

> Chris Ludwig <chrisl@adkproaudio.com> wrote:

>> Hi DJ,

>>

>> RME's driver reports the ASIO buffer and the AD/DA latency of any of it's

> in board converters.

>> You also have the added PDC of the host app getting factored in.

>> There is also added latency in the samples range of the multiple audio devices

> like

>> any other digital hardware.

>> All you digital gear and AD/DA converters are adding to some extant to the

> over In to

>> Out latency.

>> It is not possible for the sound card to know the exact AD/DA latency performance

> of

>> all your converters.

>> They are the only company that I Know of that even lets there driver report

> their latency

>> in detail to the ASIO host.

>> Most other hide the the info and only report the driver latency only.

>> You will see this alot on the the low end firewire devices.

>>

>> The highest number of support called we get are on Tascam and Lynx.

>> 90% of the time they are not because of user error, i.e., not setting up

> the clock right.  
>> This is from people that use our systems and from people that just purchased  
> the gear  
>>from use.  
>> That said though one the best bang for the buck converter sound card combos  
> is a RME  
>> AES32 PCI card and a Lynx Aurora 16.  
>> No proprietary cabling and more reliable clocking and actual fully functional  
> hardware  
>> monitoring.  
>>  
>> The only other high I/O combo I've seen that very good quality AD/DA that  
> isn't very  
>> high priced would be using a  
>> RME MADI card with a SSL Alpha Link MADI box.  
>> 24 high quality analog AD/DA and 24 AES or ADAT connections for around \$5000  
> including  
>> the sound card.  
>>  
>> Chris  
>>  
>>  
>  
> I guess your speaking to mainly PC solutions. Chris, since you speaking  
> of solid systems, what are your thoughts about the Apogee stuff? Have you  
> tested it?  
>  
>  
>>  
>>  
>> Deej wrote:  
>>> "Mike Audet" <mike@..> wrote:  
>>>> DJ, are the latency values round trip or based on input and output buffers?  
>>>>  
>>>>  
>>>> I emailed RME the same questions, but I thought you might know.  
>>>>  
>>>> All the best,  
>>>>  
>>>> Mike  
>>> Mike,  
>>>  
>>> I think thereis an extra 32k of round trip latency involved with the RME  
>>> gear, so 64k buffers (a/k/a 1.5ms latency) is actually around 2.25ms.  
> RME  
>>> won't admit that there this voodoo going on so I'd be surprised if they  
> answer  
>>> you. AFAIK, the LynxTwo series of cards has the best low latency performance,

>>> or at least that's what I read on the various forums. chris Ludwig would  
>>> probaly be a better authority on this than I.  
>>>  
>>> ;o)  
>>>  
>>>  
>> --  
>> Chris Ludwig  
>>  
>> ADK Pro Audio  
>> (859) 635-5762  
>> www.adkproaudio.com  
>> chrisl@adkproaudio.com  
>

--

Chris Ludwig

ADK Pro Audio  
(859) 635-5762  
www.adkproaudio.com  
chrisl@adkproaudio.com

---