
Subject: So does this automatically compensate for Paris latency?

Posted by [Deej \[5\]](#) on Thu, 14 Feb 2008 21:12:34 GMT

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http://www.vertexdsp.com/products/ReleaseNotes_FaderWorks.rtf

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Subject: Re: So does this automatically compensate for Paris latency?

Posted by [Don Nafe](#) on Thu, 14 Feb 2008 23:02:06 GMT

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Nice thing is if you add a different plugin to a different channel you just have to input that latency on that channel's faderwork plug and all channels get adjusted accordingly (and so on and so on....

"Deej" <noway@jose.net> wrote in message news:47b4b204@linux...

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Subject: Re: So does this automatically compensate for Paris latency?

Posted by [Deej \[5\]](#) on Fri, 15 Feb 2008 03:54:21 GMT

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Subject: Re: So does this automatically compensate for Paris latency?

Posted by [Aaron Allen](#) on Fri, 15 Feb 2008 05:08:14 GMT

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I thought you were trying to simplify :)

AA

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Subject: Re: So does this automatically compensate for Paris latency?

Posted by [Deej \[5\]](#) on Fri, 15 Feb 2008 06:19:03 GMT

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This is a multi-part message in MIME format.

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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I really miss the Paris EQ and FX actually. They are much better, IMO, = than any VST plugins I've heard that aren't DSP driven.

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I think I'd be a bit more satisfied with Cubase if I was using a DM2000 = with digital I/O options that would accommodate my outboard gear. = Anybody got a spare \$20k laying around?

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-----=_NextPart_000_0111_01C86F62.45B0EC40--

Subject: Re: So does this automatically compensate for Paris latency?
 Posted by [Dimitrios](#) on Fri, 15 Feb 2008 15:45:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi DJ,
 As I have posted about faderworks this can compensate for latency on every
 Paris audio track !

The input is minimal but needed anyway.

The concept is the following:

You make a default Paris project with faderworks on EVERY Paris audio track.

I have 64 !

Then if you put a waves plugin that has 64 samples latency then you just type that value on the very track you hve put the waves plugin, then ALL other audio tracks get alligned with that track !!

If you put a UAD1 plugin on track 4 that has 4096 samples latency then you just type that latency on that track and ALL other audio tracks get alligned with that latency.

On the track that has the waves it just automatically substracts the 64 and adds 4096-64 all by itself !

This program lets you group ACROSS submixes with up to 32 subgroups !!!!

So you can have all your guitars (across submixes) automated by level thru faderworks. You can mute or solo this group too !

There is an update now that has a better layout and graphics !!

Hope this helps,

Regards,

Dimitrios

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

> http://www.vertexdsp.com/products/ReleaseNotes_FaderWorks.rtf

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Subject: Re: So does this automatically compensate for Paris latency?

Posted by [Martin Harrington](#) on Fri, 15 Feb 2008 23:20:21 GMT

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

> This message is in MIME format. Since your mail reader does not understand this format, some or all of this message may not be legible.

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Deej.

and add the man hours spent, (at whatever rate you choose), you would easily have spent over \$20,000 dollars on your investment. Makes the DM 2000 an attractive proposition.

Martin Harrington

On 15/2/08 5:19 PM, in article 47b5321a@linux, "Deej" <noway@jose.net> wrote:

> Well, I've been thinking about some aspects of Paris that I really liked.
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--B_3286002021_5305604--

Subject: Re: So does this automatically compensate for Paris latency?
Posted by [Rod Lincoln](#) on Sat, 16 Feb 2008 07:19:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Curiously, what about the UAD latency stuff pisses you off? I know your a way smart dude. It's really just nudging back 400 or 800 ms and applying sampleslide at the appropriate values.

I'll admit, it's not as simple as ADC, but to me it doesn't seem that hard.

I'll admit that I am jonesing for a drum buss comp that could operate with ADC when using Paris.

Rod

"Aaron Allen" <know-spam@not_here.dude> wrote:

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Subject: Re: So does this automatically compensate for Paris latency?
Posted by [Aaron Allen](#) on Sat, 16 Feb 2008 07:23:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rod

Mostly, A/B comparisons and plug stacking - especially with mulit mic'd source tracks. It becomes an exercise in math and presets just to make the drum kit flow (in phase) with plugs and takes away the art form for the way I like to work. I'm pretty freakish about the timing of the kit mics.

I could do the sample slide thing on the 'non' plug tracks and just remove compensation delayed inserts as needed but that keeps the automation editor kinda worthless (mostly on the drum kit) for manual/visual draws against the wavform, and I'd much much rather automate and keep the natural thing happenin than to compress/effect too much. I find that automate technique to be absolute gold on a vocal track or for polishing those turds we all know and love. To add to my frustration, I can do all those things and more in a native app, render the move and dump it to paris so as not to have to fool with it. But that's more time spent on things I should be able to do more quickly in one app. And a personal flaw/peeve of mine is finding myself focused on technical rather than musical details at mix time when I should be making art, if that makes sense...

I even considered just using my creamware 3-card setup as a DSP farm via adat pipes, but to be honest I found that interface taxing on my patience and don't have a machine room anymore so I have to be careful about the amount of ambient noise in the room.

I know, I need to fix that (bad Aaron). Not enough positives there, and I don't want to start a DeeJ inspired bank account war over here :)

Guess there's no magic bullet - yet. I think native apps are getting real close though man, at least for me, to taking over as the main DAW of choice.

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:47b6806f\$1@linux...

>
> Curiously, what about the UAD latency stuff pisses you off? I know your a
> way smart dude. It's really just nudging back 400 or 800 ms and applying
> sampleslide at the appropriate values.

> I'll admit, it's not as simple as ADC, but to me it doesn't seem that
> hard.
> I'll admit that I am jonesing for a drum buss
> comp that could operate with ADC when using Paris.
> Rod
> "Aaron Allen" <know-spam@not_here.dude> wrote:
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>>That's about it man, and why Paris lives on at my place. I can't get =
>>away from knowing it sonically so well, the magic glue the bus provides,
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>>along with the punch I/O love. To be honest though, the UAD latency =
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>>BTW, don't forget that the Paris EQ is available as a VST.=20
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>> "Deej" <noway@jose.net> wrote in message news:47b5321a@linux...
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>> I really miss the Paris EQ and FX actually. They are much better, IMO,
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>> the more I delve into Cubase, the more things about it that I like, =
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>> I think I'd be a bit more satisfied with Cubase if I was using a =
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>>Anybody got a spare \$20k laying around?
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