
Subject: Creamware and XTC mode observation and a general softsynth question.
Posted by [Tom Bruhl](#) on Tue, 26 Dec 2006 16:37:31 GMT
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Posted by [TCB](#) on Wed, 27 Dec 2006 00:35:27 GMT

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Posted by [Rob Arsenault](#) on Wed, 27 Dec 2006 01:27:24 GMT

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Box #1: Paris / 3cards / 2MECs / 2 adat cards

Box#2 : Pulsar card / UAD card / Cubase SX 3

I did some very basic testing bussing tracks via adat out to PULSAR, patched in a compressor in the pulsar patchbay then lightpipe back to Paris, very cool. I would like to use my UAD with latency compensation also. This is where I will need XTC mode and do my processing inside Cubase, rite?

Thanks

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Posted by [Tom Bruhl](#) on Wed, 27 Dec 2006 01:53:09 GMT

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Hey Rob join the club! I am way too green to answer questions.

As I understand it, XTC is a Pulsar thing that allows its plugins to be seen as traditional VST plugins within another program while still getting their DSP from the Creamware card. Maybe there's more or = less=20

to it but that's how it appears to be working in my box with Cubase 2.0.

I can't even get Creamware to start up once Cubase has taken over the Creamware hardware during it's startup. It does seem to be very fast (3ms) with VSTi s so I'd bet the effects plugins will be the same.

I don't think this will help latency compensation with your UAD. Cubase might as long as you aren't expecting to track with it. Mixdown like DJ and you can get this to fly.

Tom

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> ><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>
> ><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_000A_01C7292F.D99E2410

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Content-Transfer-Encoding: quoted-printable

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<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Hey Rob join the club!&nbsp; I am way =

```

too green to=20
 answer questions.</DIV>
 <DIV> </DIV>
 <DIV>As I understand it, XTC is a Pulsar =
 thing that=20
 allows its plugins</DIV>
 <DIV>to be seen as traditional VST plugins =
 within=20
 another program while</DIV>
 <DIV>still getting their DSP from the =
 Creamware=20
 card. </DIV>
 <DIV>to it <FONT face=3DArial =
 size=3D2>but that's how=20
 it appears to be working in my box with Cubase 2.0.</DIV>
 <DIV>I can't even get Creamware to start up =
 once Cubase=20
 has taken over</DIV>
 <DIV>the Creamware hardware during it's =
 startup. </DIV>
 It does seem to be very</DIV>
 <DIV>fast (3ms) with VSTi s so I'd bet the =
 effects=20
 plugins will be the same.</DIV>
 <DIV> </DIV>
 <DIV>I don't think this will help latency =
 compensation=20
 with your UAD. </DIV>
 <DIV>might as long as you aren't expecting =
 to track with=20
 it. </DIV>
 <DIV>DJ and you can get this to =
 fly.</DIV>
 <DIV>Tom</DIV>
 <DIV> </DIV>
 <DIV> </DIV>
 <DIV> </DIV>
 <DIV> </DIV>
 <DIV>"Rob Arsenault" <mani1147 AT hotmail.com> wrote in message <A =
 href=3D"news:4591bcb1@linux">news:4591bcb1@linux...</DIV>
 <BLOCKQUOTE=20
 style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
 BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">Hi=20
 Guys, I went ahead and jumped onto the Pulsar wagon myself and got=20
 a
project 6 DSP card with a sync card. My setup is:
Box #1: =
 Paris /=20
 3cards / 2MECs / 2 adat cards
Box#2 : Pulsar card / UAD card / =

Cubase SX=20

3
I did some very basic testing bussing tracks via adat out to =

PULSAR,=20

patched
in a compressor in the pulsar patchbay then lightpipe back =
to=20

Paris, very
cool. I would like to use my UAD with latency =
compensation=20

also. This is
where I will need XTC mode and do my processing =
inside=20

Cubase, rite?

Thanks
Rob

"TCB" <<A=20
href=3D"mailto:nobody@ishere.com">nobody@ishere.com> wrote in =
message <A=20

=
href=3D"news:4591b1bf\$1@linux">news:4591b1bf\$1@linux...
>
&g=
t; l=20

haven't tried XTC mode yet, mostly because I'm feeling around in=20
the
dark
> a bit now and it seems to be 'deprecated' by the =
Pulsar=20

geek crowd. Still
> I'll check it out.
>
> I'd put =
the=20

Kontakt libraries on a separate drive if you can, but I don't
> =
think=20

it's that huge a deal anymore. I'm one version behind on Kontakt =
and
>=20

even it does fine with everything stuffed on one crappy drive. But if=20
you
> have the spare it does make life easier both for the =
computer and=20

for you
> to keep track of the samples.
>
> Now, =
hold on to=20

your credit card and go to <A=20

=
href=3D"http://www.zargmusic.com">www.zargmusic.com.
>
> =

TCB
>
> "Tom Bruhl" <<A=20
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> =
wrote:
>=20

>
> >
> >I had a modest MIDI sequence (12 parts) =
running=20

in Cubase and initiated
> =3D
> >10
> =
>different=20

Creamware softsynths on the 14 chip Pro card at 44.1 - 24bit.
> =
>l=20

also had all ins/outs patched with 10 stereo busses in Cubase
> =
>via=20

the Creamware card. All synth GUIs were open as was the =
Cubase
>=20

>mixer showing all it's meters. I had one extra native softsynth=20
running
> =3D
> >for good measure.
> >
> =

Creamware=20

softsynths on the =3D
> >14 chip Pro=3D20
> >card at =
44.1 -=20

24bit.</DIV>
> ><DIV><FONT =
face=3D3DArial=20

size=3D3D2>I also had all ins/outs patched with 10
> =
=3D
>=20

>stereo=3D20
> >busses in =

Cubase</DIV>
>=20

><DIV>via the Creamware =
card. =20

All synth =3D
> >GUIs were=3D20
> >open as was the=20

Cubase</DIV>
> ><DIV><FONT =
face=3D3DArial=20

size=3D3D2>mixer showing all it's meters. I had =3D
> >one =

extra=3D20
> >native softsynth running for good=20

measure.</DIV>
> ><DIV><FONT =
face=3D3DArial=20

size=3D3D2> </DIV>
> =
><DIV><FONT=20

face=3D3DArial size=3D3D2>The CPU performance of the computer =
=3D
>=20

>itself hung=3D20
> >around =

3-4%</DIV>
>=20

><DIV>with one spike at =
8% while=20

drawing =3D
> >the Cubase=3D20
> >mixer. =20
I had no=20

way of seeing </DIV>
> =
><DIV><FONT=20

face=3D3DArial size=3D3D2>the Creamware CPU <FONT =
=3D
>=20

>face=3D3DArial=3D20
> >size=3D3D2>because it won't =
boot up once=20

Cubase has taken over it's=3D20
>=20

>resources.</DIV>
> =
><DIV><FONT=20

face=3D3DArial size=3D3D2>It didn't seem to mind what I was =
=3D
> >doing=20

to=3D20
> >it.</DIV>
> =
><DIV><FONT=20

face=3D3DArial size=3D3D2>Thanks for the cue =3D
>=20

>Dimitrios!</DIV>
> =
><DIV><FONT=20

face=3D3DArial size=3D3D2> </DIV>
>=20

><DIV>All I can say is =
this is=20

gonna be great
> >in XTC=3D20
> =
>mode! Kontakt=20
and a bunch of other</DIV>
> =
></DIV></FONT=20
face=3D3DArial size=3D3D2>NI stuff is next. That should =
=3D
>=20
>show me where=3D20
> >this box is really=20
at.</DIV>
> ></DIV></FONT =
face=3D3DArial=20
size=3D3D2> </DIV>
> =
></DIV></FONT=20
face=3D3DArial size=3D3D2>Is it wise to install Kontakt on the =
C
>=20
=3D
> >drive with=3D20
> >it's samples on a seperate =
SATA or=20
should I</DIV>
> ></DIV></FONT =
face=3D3DArial=20
size=3D3D2>install Kontakt entirely on the =3D
>=20
>SATA?</DIV>
> ></DIV></FONT=20
face=3D3DArial size=3D3D2> </DIV>
>=20
></DIV>I was also =
thinking of=20
=3D
> >letting Kontakt have=3D20
> >it's own drive =
and putting=20
all other softsynths</DIV>
> =
></DIV></FONT=20
face=3D3DArial size=3D3D2>on another IDE. I will be using =
=3D
>=20
>it more than=3D20
> >any of the others. Is it just =
their=20
samples that </DIV>
> ></DIV></FONT =

face=3D3DArial size=3D3D2>like to be on a different drive or =
the
>=20
=3D
> ></FONT=3D20
> >face=3D3DArial=20
size=3D3D2>program itself?</DIV>
>=20
></DIV></FONT face=3D3DArial=20
size=3D3D2>Thanks,</DIV>
> =
></DIV></FONT=20
face=3D3DArial size=3D3D2>Tom</DIV>
>=20
></DIV>=20
</DIV>
> ></DIV></FONT face=3D3DArial=20
size=3D3D2> </DIV>
> =
></DIV></FONT=20
face=3D3DArial size=3D3D2> </DIV>
>=20
></DIV></BR></BR>I choose =
Polesoft=20
Lockspam to fight spam, =3D
> >and=3D20
>=20

>you?
<A=3D20
>
>href=3D3D"<A=20
=
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>=3D
>=20
>.html =20
</DIV></BODY&g t;</HTML>
> =
>
>=20
>
>

</BLOCKQUOTE></BODY></HTML >

-----=_NextPart_000_000A_01C7292F.D99E2410--

Subject: Re: Creamware and XTC mode observation and a general softsynth question.

Posted by [Rob Arsenault](#) on Wed, 27 Dec 2006 22:10:38 GMT

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

This is a multi-part message in MIME format.

-----=_NextPart_000_006D_01C729D9.EE83B700

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

This is basically what I'm after, mixing only.

Rob

I don't think this will help latency compensation with your UAD. =

Cubase

might as long as you aren't expecting to track with it. Mixdown like

DJ and you can get this to fly.

Tom

-----=_NextPart_000_006D_01C729D9.EE83B700

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Content-Transfer-Encoding: quoted-printable

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<BODY bgColor=3D#ffffff>

<DIV>

<DIV>This is basically what I'm after, mixing =

```
only.</FONT></DIV>
<DIV><FONT size=3D2>Rob</FONT></DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV><FONT face=3DArial size=3D2>I don't think this will help latency =
compensation=20
  with your UAD.&nbsp; Cubase</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>might as long as you aren't expecting =
to track=20
  with it.&nbsp; Mixdown like</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>DJ and you can get this to =
fly.</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
  <DIV><FONT =
size=3D2></FONT>&nbsp;</DIV></BLOCKQUOTE></FONT></DIV ></BODY></HTML>
```

-----=_NextPart_000_006D_01C729D9.EE83B700--
