
Subject: EDS Gate Latency
Posted by [cujo](#) on Sun, 23 Apr 2006 15:22:26 GMT
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I gots me a question that probably has been answered before.
What is the latency of the EDS gates with zero lookahead?
I want to use them on toms on a vey 1980's track, and they really seem to
kill the fullness of the toms when inserted, even if set not to gate, so
I figure I am going to need to nudge ala UAD style.

Oh, while I am at it, anyone know the latency of the waves phasor plug, I
can't recall the name off hand, metaflanger perhaps.

Thanks again!

Subject: Re: EDS Gate Latency
Posted by [Rod Lincoln](#) on Sun, 23 Apr 2006 18:37:07 GMT
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EDS GAtE=2 samples with no lookahead. To compensate, nudge back 1ms and insert
analog x sampleslide (or something like that, voxengo makes one also) set
at 78 samples

Rod

"cujo" <chris@nospamapplemanstudio.com> wrote:

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Subject: Re: EDS Gate Latency
Posted by [John \[1\]](#) on Sun, 23 Apr 2006 19:23:04 GMT
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Why wouldn't you set the sampleslide at 2 samples if the latency is 2
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Subject: Re: EDS Gate Latency

Posted by [cujo](#) on Sun, 23 Apr 2006 19:39:41 GMT

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Thanks guys,

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I know wit UAD plugs you nudge 4 times the 100 button but thta is not the same as 400 times the 1 button,

So I guess I need to know how many MS a 1 button nudge is. (it is not 1 MS)

Also, John, sample slide only nudges backwards. Would be cool to do it the other way though

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Subject: Re: EDS Gate Latency
Posted by [Rod Lincoln](#) on Mon, 24 Apr 2006 00:02:08 GMT
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sampleslide only works by delaying, so you nudge backwards in Paris 1ms=80
samples then apply sampleslide at 78. That is 2 samples earlier.

Rod

John <no@no.com> wrote:

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Subject: Re: EDS Gate Latency
Posted by [Rod Lincoln](#) on Mon, 24 Apr 2006 00:08:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Don't know exactly...it's around 1.5 to 1.8, depending on if your at 44.1 or 48. It's more useful to think of it in terms of samples.

1ms= 80 samples
5ms= 240 samples
10ms= 480 samples
25ms= 1120 samples
50ms= 2240 samples
75ms= 3360 samples
100 = 4480 samples

FWIW I really only us the 1ms or the 100ms, along with sampleslide for all my latency compensation needs anymore. It's very fast...I don't even think about it.

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Subject: Re: EDS Gate Latency
Posted by [Pauln\[1\]](#) on Mon, 24 Apr 2006 13:43:37 GMT
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Would 2 samples really make a noticable audible difference in these situations?

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
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Subject: Re: EDS Gate Latency
Posted by [cujo](#) on Mon, 24 Apr 2006 14:09:55 GMT
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Subject: Re: EDS Gate Latency
Posted by [cujo](#) on Mon, 24 Apr 2006 14:12:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks Rod those are the numbers I was looking for!

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

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>Don't know exactly...it's around 1.5 to 1.8, depending on if your at 44.1

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Subject: Re: EDS Gate Latency
Posted by [cujo](#) on Mon, 24 Apr 2006 14:15:10 GMT
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By the way, it was extremely subtle but I noticed a loss of depth or richness
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Subject: Re: EDS Gate Latency
Posted by [Tom Bruhl](#) on Mon, 24 Apr 2006 16:30:23 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_00D8_01C6679A.DB72DBC0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Cujo,
I think it's the latency.
Tom
"Cujo" <chris@nospamapplemanstudio.com> wrote in message =
news:444cdd6e\$1@linux...

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>>>EDS GAt=3D2 samples with no lookahead. To compensate, nudge back =
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charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I think it's the latency.</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>"Cujo" &lt;<A=20
  =
href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
..com</A>&gt;=20
  wrote in message <A=20
  =
href=3D"news:444cdd6e$1 @linux">news:444cdd6e$1 @linux</A>...</DIV><BR><BR>=
<BR>By=20
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  wrote:<BR>&gt;&gt;<BR>&gt;&gt;<BR>&gt;&gt;Would 2 samples really make a noticable =
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  Lincoln" &lt;<A=20
  =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
  wrote:<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;EDS Gate=3D2 samples with no =
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  compensate, nudge back 1ms and<BR>&gt;&gt;insert<BR>&gt;&gt;&gt;analog =
x=20
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  also)<BR>set<BR>&gt;&gt;&gt;at 78=20
  samples<BR>&gt;&gt;&gt;Rod<BR>&gt;&gt;&gt; "cujo" &lt;<A=20
```


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<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Cujo,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>You might consider editing the tom =
tracks by=20
cutting for a hard gate sound</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>if there aren't too many tom fills to =
deal=20
with.&nbsp; Might really fit the 80's bill.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>A little reverb (gated?) is usually =
enough to cover=20
the mess.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Tom Bruhl" &lt;<A=20
  href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt; wrote =
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Subject: Re: EDS Gate Latency
Posted by [Rod Lincoln](#) on Mon, 24 Apr 2006 21:20:54 GMT
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I notice a difference when I used the eds gates on toms and don't accounty for the 2 samples. Any tracks dependant on phase coherency will be affected by even a couple of samples.

Rod

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>>>>>Thanks again!
>>>>
>>>>

Subject: Re: EDS Gate Latency
Posted by [uptown jimmy](#) on Mon, 24 Apr 2006 23:17:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

I believe you could be hearing latency. I'm convinced I can hear that small a detail, though I seem to hate it more on a track I'm processing than on a track I'm performing. IOW, my body seems to compensate for it while playing to it, but my ears hate it when treating pre-recorded tracks.

Swen and I have played extensively with small amounts of nudging, and I swear the tiniest differences are audible under certain circumstances...

Jimmy

"Cujo" <chris@nospamapplemanstudio.com> wrote in message
news:444cdd6e\$1@linux...

>
>
>
> By the way, it was extremely subtle but I noticed a loss of depth or richness
> I suppose it could be the plug itself, not the latency,
>
>
> "Cujo" <chris@nospamapplemanstudio.com> wrote:
> >
> >

> >I could hear the difference on my BM15's, I didn't think I would.
> >
> >
> >
> >"Paul" <paul@nospam.com> wrote:
> >>
> >>Would 2 samples really make a noticable audible difference in these
situations?
> >>
> >>
> >>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
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> >>>EDS GAt=2 samples with no lookahead. To compensate, nudge back 1ms and
> >>>insert
> >>>analog x sampleslide (or something like that, voxengo makes one also)
> set
> >>>at 78 samples
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Subject: Re: EDS Gate Latency
Posted by [uptown jimmy](#) on Mon, 24 Apr 2006 23:19:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_0020_01C667D4.0432BEC0
Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Very good idea. Avoiding soft-FX is our game around here these days. Too =
much trouble for too little payoff, IMO.=20

But hard-editing is a wonderful aesthetic sometimes.

Whoops, gave away one of my soon-to-be-envied secrets.

Jimmy

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:444d1f1d@linux...

Cujo,

You might consider editing the tom tracks by cutting for a hard gate =
sound

if there aren't too many tom fills to deal with. Might really fit the =
80's bill.

A little reverb (gated?) is usually enough to cover the mess.

Tom

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:444cfc37@linux...

Cujo,

I think it's the latency.

Tom

"Cujo" <chris@nospamapplemanstudio.com> wrote in message =
news:444cdd6e\$1@linux...

By the way, it was extremely subtle but I noticed a loss of depth =
or richness

I suppose it could be the plug itself, not the latency,

"Cujo" <chris@nospamapplemanstudio.com> wrote:

>

>

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>

>

>

>"Paul" <paul@nospam.com> wrote:

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>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
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-----=_NextPart_000_0020_01C667D4.0432BEC0

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<DIV>Very good idea. Avoiding soft-FX is our =
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<DIV> </DIV>

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<DIV> </DIV>

<DIV>Jimmy</DIV>

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<DIV>"Tom Bruhl" <<A=20
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<DIV>Tom</DIV>

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-----=_NextPart_000_0020_01C667D4.0432BEC0--

Subject: Re: EDS Gate Latency
Posted by [wmarkwilson](#) on Mon, 24 Apr 2006 23:43:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_0011_01C667BE.304CE230
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charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Agreed... this is always the best route IMO. A typical session/tune =
with a good player won't have but 10 to 25 Tom hits -- sometimes less -- =
even with a robust kit. Just ask Rod ;-)

Dubya

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:444d1f1d@linux...
Cujo,
You might consider editing the tom tracks by cutting for a hard gate =
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A little reverb (gated?) is usually enough to cover the mess.

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<DIV><FONT face=Arial size=2>Agreed...&nbsp; this is always the best =
route=20
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<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<DIV><FONT face=Arial size=2>Dubya</FONT></DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
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  href="mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt; wrote =
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  <A href="news:444d1f1d@linux">news:444d1f1d@linux</A>...</DIV>
  <DIV><FONT face=Arial size=2>Cujo,</FONT></DIV>
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```

-----=_NextPart_000_0011_01C667BE.304CE230--

Subject: Re: EDS Gate Latency
Posted by [Rod Lincoln](#) on Tue, 25 Apr 2006 01:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

HA! Usually you would be right, Not the track I'm recording today, however.
2 count'm TWO drum solo's in a single song. Kind of a Jazz fusion track I'm
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I actually have pretty good luck with the analog X gates.
Rod
"W. Mark Wilson" <wmarkwilson@integrity.com> wrote:
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>route=20

>Just ask=20
>Rod ;-))</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>Dubya</FONT></DIV>

><BLOCKQUOTE dir=3Dltr=20
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>
>

Subject: Re: EDS Gate Latency
Posted by [cujo](#) on Tue, 25 Apr 2006 04:17:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually I had gone through the whole mix and edited out the dead space on the toms and decided I couldn;t decide, so I htought a gate would be faster, and I could A/B them more easily also, the gate closes at the same time on each hit, I guess I coule make the edits exactly the same length and fade, h

Also the gate would be nice to have for snare, for this 80's tune.

Byt the way, spent the night doing hundreds of edits on a poorly played track..oh joy.

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>
>HA! Usually you would be right, Not the track I'm recording today, however.
>2 count'm TWO drum solo's in a single song. Kind of a Jazz fusion track
I'm
>doing for a guy. Toms a'plenty.
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>Rod

>"W. Mark Wilson" <wmarkwilson@integrity.com> wrote:

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>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =

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>>sound

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>> if there aren't too many tom fills to deal with. Might really fit the
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>> cover the mess.</FONT></DIV></BLOCKQUOTE></BODY></HTML>
>>
>>
>

```

Subject: Re: EDS Gate Latency
Posted by [cujo](#) on Tue, 25 Apr 2006 04:17:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for the back up!

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>
>I notice a difference when I used the eds gates on toms and don't accounty
>for the 2 samples. Any tracks dependant on phase coherency will be affected
>by even a couple of samples.

>Rod

>"Cujo" <chris@nospamapplemanstudio.com> wrote:

>>

>>

>>

>>By the way, it was extremely subtle but I noticed a loss of depth or richness

>>I suppose it could be the plug itself, not the latency,

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>>>
>>>Thanks again!
>>
>

I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>

Subject: Re: EDS Gate Latency
Posted by [cujo](#) on Tue, 25 Apr 2006 12:52:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

So AA, you guess around 2 samples for the waves too?

"Aaron Allen" <nospam@not_here.dude> wrote:

>> Would 2 samples really make a noticable audible difference in these
>> situations?

>>

>Absolutely.. phase :)

>

>On the phasor plug, I think that to be the same thing. You can ballpark
it,

>but the very nature of it being a phase plug makes it impossible to track

>exact timing, as it's being pushed/pulled.

>

>AA

>

>"Paul" <paul@nospam.com> wrote in message news:444cd609\$1@linux...

>>

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>>

>>

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Subject: Re: EDS Gate Latency
Posted by [cujo](#) on Tue, 25 Apr 2006 13:50:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah. I have gotten away from nudging pre recorded tracks and just to it the old way of flipping, (I think it messes with "space") however, I too do not want to mess up a the sound of the natural phase relationship with latency.

On this subject, is anyone nudging bass tracks (DI, amp) part of me says it can make things too phat, and they couldn't do it back then (ok Dleay a signal) but part of me says, if they could have, they would have.

"uptown jimmy" <johnson314@bellsouth.net> wrote:
> I believe you could be hearing latency. I'm convinced I can hear that small

>a detail, though I seem to hate it more on a track I'm processing than on
>a
>track I'm performing. IOW, my body seems to compensate for it while playing
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>> >>>I
>> >>>> can't recall the name off hand, metaflanger perhaps.
>> >>>>
>> >>>> Thanks again!
>> >>>
>> >>
>
>

Subject: Re: EDS Gate Latency
Posted by [Rod Lincoln](#) on Tue, 25 Apr 2006 15:51:27 GMT
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Depends on the waves plug. Ren eq=0 Rencomp=64. I don't know about others as that's all I really use, except for the linear stuff, which has a latency of about 1 minute ;-)

"Cujo" <chris@nospamapplemanstudio.com> wrote:

>
>
> So AA, you guess around 2 samples for the waves too?
>
>
> "Aaron Allen" <nospam@not_here.dude> wrote:
>>> Would 2 samples really make a noticable audible difference in these
>>> situations?
>>>
>> Absolutely.. phase :)
>>
>> On the phasor plug, I think that to be the same thing. You can ballpark
> it,
>> but the very nature of it being a phase plug makes it impossible to track
>
>> exact timing, as it's being pushed/pulled.
>>
>> AA
>>
>> "Paul" <paul@nospam.com> wrote in message [news:444cd609\\$1@linux...](news:444cd609$1@linux...)
>>>

>>> Would 2 samples really make a noticable audible difference in these
>>> situations?
>>>
>>>
>>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>>>
>>>>EDS GAt=2 samples with no lookahead. To compensate, nudge back 1ms and
>>> insert
>>>>analog x sampleslide (or something like that, voxengo makes one also)
>set
>>>>at 78 samples
>>>>Rod
>>>>"cujo" <chris@nospamapplemanstudio.com> wrote:
>>>>>
>>>>>
>>>>>
>>>>>I gots me a question that probably has been answered before.
>>>>>What is the latency of the EDS gates with zero lookahead?
>>>>>I want to use them on toms on a vey 1980's track, and they really seem
>>> to
>>>>>kill the fullness of the toms when inserted, even if set not to gate,
>so
>>>>>I figure I am going to need to nudge ala UAD style.
>>>>>
>>>>>Oh, while I am at it, anyone know the latency of the waves phasor plug,
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>>>>>can't recall the name off hand, metaflanger perhaps.
>>>>>
>>>>>Thanks again!
>>>>
>>>>
>>
>>
>>I choose Polesoft Lockspam to fight spam, and you?
>><http://www.polesoft.com/refer.html>
>>
>>

Subject: Re: EDS Gate Latency
Posted by [cujo](#) on Tue, 25 Apr 2006 16:28:38 GMT
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Hmm, i thought there was a list out there.
Now I wonder about the waves q4 eq's and ren eq's

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>

>Depends on the waves plug. Ren eq=0 Rencomp=64. I don't know about others

>as that's all I really use, except for the linear stuff, which has a latency

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>"Cujo" <chris@nospamapplemanstudio.com> wrote:

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>>>>it,

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>>>>

>>>>exact timing, as it's being pushed/pulled.

>>>>

>>>>AA

>>>>

>>>>"Paul" <paul@nospam.com> wrote in message news:444cd609\$1 @linux...

>>>>>

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>>>>>

>>>>>

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>>>>>>

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>>>>>>analog x sampleslide (or something like that, voxengo makes one also)

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>>>>>>at 78 samples

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