Subject: Oh ..... HELL YES!!!!!!!!!!!!!
Posted by animix on Sun, 01 Oct 2006 23:54:02 GMT
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If you've been fllowing my torturous Xperamentin thread.....it looks like
all of my grief about the latency compensation issues with nudging/slipping
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processed.
Now Paris automation can be used without having to worry about the track
being nudged and the plugin automation features can be used.

This is too easy.....there's gotta be a catch.

;o)

Subject: Re: Oh ..... HELL NO!!!!!!!!!!!!
Posted by animix on Mon, 02 Oct 2006 00:13:15 GMT
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&^%$**&^%!!!!!!.....close, but not there yet. I'm approaching brain death.
Time to chill. I'm gonna figure this out somehow at some point.

"DJ" <notachance@net.net> wrote in message news:4520555f$1@linux...
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Subject: Re: Oh ..... HELL YES!!!!!!!!!!!!
Posted by Rob Arsenault on Mon, 02 Oct 2006 00:23:45 GMT
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Good stuff DJ.., I'm watchin with very closely, im also doin the double DAW shuffle but on a smaller scale. Please do give us a detailed breakdown once you get her all figured out.

Rob

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Subject: Re: Oh ..... HELL YES!!!!!!!!!!!!!
Posted by Don Nafe on Mon, 02 Oct 2006 01:05:53 GMT
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Me too Deej

Don

ps. thanks for the help this afternoon...amazing what two great minds can accomplish

"Rob Arsenault" <mani2@nbnet.nb.ca> wrote in message news:45205a45@linux...
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Subject: Re: Oh ..... HELL YES!!!!!!!!!!!!!
Posted by animix on Mon, 02 Oct 2006 02:28:03 GMT
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Looks like each UAD-1 plugin is creating 33ms of latency in Cubase SX (1470 samples).plus the buffer of 512 samples. This will vary by a few, but I haven't gotten that anal about it yet. Using Delaycomp in SX is just an PITA. It's do'able, but requires you to route *every* track in the mix through SX with a large incremental setting on the Delaycomp that is reduced by 1 increment every time you add a plugin. Here's a quick and dirty solution I've come up with. It's a few samples off, but it's working with no audible latency.

To compensate for the 512 sample buffer latency between Paris and Cubase SX, slide the Paris track to be compensated to the left using editor buttons 10ms and 1ms. then in the Native plugins secion, insert Sampleslide at 48 samples. Now you're sample accurate between Cubase and Paris on the track you want to process

Take two tracks side by side (I'm using kicks). Now open up a UAD-1 plugin on the track in SX and enable the insert from Paris through Cubase SX. Highlight the track in Paris and slide it to the left by 50ms and increase the Sampleslide increment by 770 samples. You can create a series of presets using these calculations called 1 x plug, 2 x plugs, etc. and just open up the on you want to use in Sampleslide, remembering that your incremental nudge in Paris is 50ms. I use 50ms because it's easy to remember as opposed to something that would get me within 30 or so samples but require nudging a bunch of different ms buttons in the Paris editor.

This is all I'm going to do tonight. I'll do some exact calculations later this week because I'm sure that there are certain sample latencies per UAD plugin in SX and if a rough estimate (say 33ms/1470 samples) is applied to a large number of plugs, the latency might drift off into the ms range and cause sloppy flamming/phasing.

I'm very close here and I'm going to give Tom Freeman a call at UA this week and get the skinny on the latency differences between these plugins if I can so we can get anal retentive about this.

I wish I could report some kind of major breakthrough. I thought I had it for a second there, but using this method, we can definitely do some things we can't do with UAD-1 plugs in Paris, like automate the plugins and use VST and outboard processors across Paris submixes, plus the incremental nudges are much smaller using this method of compensation so it may be a bit easier to use Paris fader automation while processing with UAD-1 plugs.

Anyway.....I'll post more when I know more.

Deej

"Don Nafe" <dnafe@magma.ca> wrote in message news:4520641a$1@linux...
> Me too Deej
>
> Don
>
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Subject: Re: Oh ..... HELL YES!!!!!!!!!!!!!
Posted by LaMont on Mon, 02 Oct 2006 03:03:07 GMT
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You're kidding right??

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Subject: Re: Oh ..... HELL YES!!!!!!!!!!!!!
Posted by animix on Mon, 02 Oct 2006 03:07:17 GMT
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Yeah.....read my last post. Man, for a second I thought I'd pulled off a miracle. The thing that makes this kind of experimentiation really screwy is that at times Cubase will behave inconsistently, and inconsistently for the better. I have actually had Cubase SX latency compensation working on Paris tracks that were being streamed into Cubase. It was like it was seeing the incoming signal and applying a lookahead to the processing. then it would quit doing this and the latency would return, so all I can say is that interfacing two DAWs like this which would normally behave in predictable ways creates a scenario where either or both of them may behave in an unpredictable way.

Send me your PT HD rig over here and I'll shut up.

;o)

"LaMont" <jjdpro@ameritech.net> wrote in message news:4520816b$1@linux...
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Subject: Re: Oh ..... HELL YES!!!!!!!!!!!!!
Posted by damien.gelee on Mon, 02 Oct 2006 20:11:05 GMT
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Hello deej,

I had tried SX, and i'm waiting my first Prais rig to be shipped across ocean...
so i'm interested by your experiences.
At this point, did you simply tried to make your whole mixes in SX ? I suppose you did it, and decided to go on with Paris.

As you are in an experimental mood, i'm curious too about the internal signal processing in SX : did you tried to null files going back from cubase (no processing in SX) with the originals tracks in Paris ? i'would bet they are different, but maybe not in an audible way.

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