
Subject: WormHole2 question

Posted by [Rob Arsenault](#) on Fri, 22 Sep 2006 23:55:50 GMT

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I'm trying to send audio out of Paris to Cubase SX3 via wormhole2 then back to and rec active channel in Paris via spdif. I was expecting a delayed signal back but it is actually ahead. I've been trying to delay it without any luck. Can someone clue my in as to what I'm doing wrong here.

Thanks
Rob

Subject: Re: WormHole2 question

Posted by [Rob Arsenault](#) on Sat, 23 Sep 2006 01:28:22 GMT

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OK, figured it out.

"Rob Arsenault" <mani2@nbnet.nb.ca> wrote in message news:45147653@linux...

> I'm trying to send audio out of Paris to Cubase SX3 via wormhole2 then back

> to and rec active channel in Paris via spdif. I was expecting a delayed
> signal back but it is actually ahead. I've been trying to delay it without
> any luck. Can someone clue my in as to what I'm doing wrong here.

>

> Thanks

> Rob

>

>

Subject: Re: WormHole2 question

Posted by [animix](#) on Sat, 23 Sep 2006 01:58:15 GMT

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So this is actually playing ahead (delay compensating?)

"Rob Arsenault" <mani2@nbnet.nb.ca> wrote in message news:45148c02\$1@linux...

> OK, figured it out.

>

>

> "Rob Arsenault" <mani2@nbnet.nb.ca> wrote in message news:45147653@linux...

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> > Thanks
> > Rob
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Subject: Re: WormHole2 question
Posted by [Rob Arsenault](#) on Sat, 23 Sep 2006 12:01:14 GMT
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Yea DJ, the sound returning to Paris was actually ahead by quite a bit. In SX, I put the analogX sample delay after the wormhole and was able to delay the signal returning to Paris to make it line up with the original source. Wormhole wasn't solid though, the returning signal kept dropping out and losing sync.

Rob

"DJ" <notachance@net.net> wrote in message news:45149535@linux...
> So this is actually playing ahead (delay compensating?)
>
> "Rob Arsenault" <mani2@nbnet.nb.ca> wrote in message
> news:45148c02\$1@linux...
> > OK, figured it out.
> >
> >
> > "Rob Arsenault" <mani2@nbnet.nb.ca> wrote in message
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> > > Rob

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Subject: Re: WormHole2 question
Posted by [Rod Lincoln](#) on Sat, 23 Sep 2006 13:13:46 GMT
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WOW...so it really is a wormhole. Audio can actually travel into the future!

;-)

Rod

"Rob Arsenault" <mani2@nbnet.nb.ca> wrote:

>Yea DJ, the sound returning to Paris was actually ahead by quite a bit.

In

>SX, I put the analogX sample delay after the wormhole and was able to delay

>the signal returning to Paris to make it ling up with the original source.

>Wormhole wasn't solid thow, the returning signal kept dropping out and

>loosing sync.

>

>Rob

>

>

>

>"DJ" <notachance@net.net> wrote in message <news:45149535@linux...>

>> So this is actually playing ahead (delay compensating?)

>>

>> "Rob Arsenault" <mani2@nbnet.nb.ca> wrote in message

>> [news:45148c02\\$1@linux...](news:45148c02$1@linux...)

>> > OK, figured it out.

>> >

>> >

>> > "Rob Arsenault" <mani2@nbnet.nb.ca> wrote in message

>> <news:45147653@linux...>

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>> > > Thanks

>> > > Rob

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Subject: Re: WormHole2 question
Posted by [Dimitrios](#) on Sat, 23 Sep 2006 16:52:32 GMT
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Hi to all.
Back then I have tried hard working with wormhole and I posted all my findings here.
Anyway wormhole works with Paris ONLY if it will be wrapped from FXpansion 3.3
Only with that it can be fully SYNCED, period.
I tried all possible combinations and wrappers.
It is marvelous and I managed 24 audio tracks on a 2.6 GHZ pc with XP.
It does not support millenium or win98 but may work.
Regards,
Dimitrios

"Rob Arsenault" <mani2@nbnet.nb.ca> wrote:
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>to and rec active channel in Paris via spdif. I was expecting a delayed
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