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Subject: Re: Probably stupid question about latency

Posted by [rick](#) on Thu, 25 Jan 2007 15:23:54 GMT

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it varies from plug to plug and the hit they put on the cpu. even uad's vary from plug instance to instance.

On 26 Jan 2007 01:50:20 +1000, "Mikep" <mikep@4hometown.com> wrote:

>

>Is there a list somewhere of the latency of audio plugins? Or is it dependent

>on specific factors unique to your system?

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Subject: Probably stupid question about latency

Posted by [MikeP](#) on Thu, 25 Jan 2007 15:50:20 GMT

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Subject: Re: Probably stupid question about latency

Posted by [MikeP](#) on Thu, 25 Jan 2007 18:17:58 GMT

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Any suggestions on how to calculate an approx latency?

rick <parnell68@hotmail.com> wrote:

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Subject: Re: Probably stupid question about latency

Posted by [Don Nafe](#) on Thu, 25 Jan 2007 18:26:01 GMT

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Line up two identical tracks...flip the polartiy (phase) on one track...insert plug in on either and start delaying (via sample slide) the un-effected track until you hear nothing...when there is absolute silence

---

you have the latency

PITA...yep

DOn

"Mikep" <mikep@4hometown.com> wrote in message news:45b8e646\$1@linux...

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Subject: Re: Probably stupid question about latency

Posted by [Aaron Allen](#) on Fri, 26 Jan 2007 14:37:22 GMT

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this and make sure you are not using the effects on the plug or it won't phase cancel. on a compressor, set no ratio: a reverb, nowet/full dry, etc..

AA

"Don Nafe" <dnafe@magma.ca> wrote in message news:45b8f6c4@linux...

> Line up two identical tracks...flip the polarity (phase) on one

> track...insert plug in on either and start delaying (via sample slide) the

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