

---

Subject: soooo....remember the Forte experiment?  
Posted by [animix](#) on Thu, 26 Oct 2006 15:22:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Basically this involved strapping this across every track in a mix, applying a UAD-1 Delaycomp on the first slot in the application and then adding UAD-1 and other plugins to the subsequent slots. The thing that killed this idea was that in order for it to work, it had to be used on \*every\* track so that there was a uniform amount of delay compensaion. then it was just a matter of sliding "all" of the tracks to the left in the Paris editor to the left by a certain amount to cover the buffer latency of the host machine.

Well....there are a few of these host applications.....soooooo.....  
Chainer will allow access to up to 10 x ASIO I/O.  
FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O  
Forte, for my purposes, would allow access to 10 x ASIO I/O  
Steinberg VStack will allow access to 16 ASIO I/O..  
RT player will allow access to a few more ASIO I/O....

So it appears that using all of these on the same machine, I could, "in theory" access \*at least\* 40 ASIO\* I/O and that's all I would need for a real time mix scenario.

Now assuming I was running all five of these on the same system sending/returning signal in and out of 40 RME ADAT I/O whilst processing these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1 delay comp instantiated in the first slot of each host set ot compensate for 4 x plugins and that all of these VST hosts had a predictable latency .....well.....you know where I'm going with this, don't you?

;o)

---

---

Subject: Re: soooo....remember the Forte experiment?  
Posted by [Don Nafe](#) on Thu, 26 Oct 2006 15:47:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ya...you're returning all your new purchases and ordering a straight jacket

:~)

"DJ" <notachance@net.net> wrote in message news:4540d282@linux...  
> Basically this involved strapping this across every track in a mix,  
> applying  
> a UAD-1 Delaycomp on the first slot in the application and then adding  
> UAD-1

> and other plugins to the subsequent slots. The thing that killed this idea  
> was that in order for it to work, it had to be used on \*every\* track so  
> that  
> there was a uniform amount of delay compensaion. then it was just a matter  
> of sliding "all" of the tracks to the left in the Paris editor to the left  
> by a certain amount to cover the buffer latency of the host machine.  
>  
> Well....there are a few of these host applications.....sooooo.....  
> Chainer will allow access to up to 10 x ASIO I/O.  
> FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O  
> Forte, for my purposes, would allow access to 10 x ASIO I/O  
> Steinberg VStack will allow access to 16 ASIO I/O..  
> RT player will allow access to a few more ASIO I/O....  
>  
>  
> So it appears that using all of these on the same machine, I could, "in  
> theory" access \*at least\* 40 ASIO\* I/O and that's all I would need for a  
> real time mix scenario.  
>  
> Now assuming I was running all five of these on the same system  
> sending/returning signal in and out of 40 RME ADAT I/O whil'st processing  
> these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1  
> delay  
> comp instantiated in the first slot of each host set ot compensate for 4 x  
> plugins and that all of these VST hosts had a predictable latency  
> .....well.....you know where I'm going with this, don't you?  
>  
> ;o)  
>  
>  
>

---

Subject: Re: soooo....remember the Forte experiment?

Posted by [excelav](#) on Thu, 26 Oct 2006 16:48:23 GMT

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

---

"Don Nafe" <[dnafe@magma.ca](mailto:dnafe@magma.ca)> wrote:

>ya...you're returning all your new purchases and ordering a straight jacket

>

>:-)

>

I almost cried when I read that, LOL!

James

>

>"DJ" <notachance@net.net> wrote in message news:4540d282@linux...  
>> Basically this involved strapping this across every track in a mix,  
>> applying  
>> a UAD-1 Delaycomp on the first slot in the application and then adding  
  
>> UAD-1  
>> and other plugins to the subsequent slots. The thing that killed this  
idea  
>> was that in order for it to work, it had to be used on \*every\* track so  
  
>> that  
>> there was a uniform amount of delay compensaion. then it was just a matter  
>> of sliding "all" of the tracks to the left in the Paris editor to the  
left  
>> by a certain amount to cover the buffer latency of the host machine.  
>>  
>> Well....there are a few of these host applications.....sooooo.....  
>> Chainer will allow access to up to 10 x ASIO I/O.  
>> FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O  
>> Forte, for my purposes, would allow access to 10 x ASIO I/O  
>> Steinberg VStack will allow access to 16 ASIO I/O..  
>> RT player will allow access to a few more ASIO I/O....  
>>  
>>  
>> So it appears that using all of these on the same machine, I could, "in  
>> theory" access \*at least\* 40 ASIO\* I/O and that's all I would need for  
a  
>> real time mix scenario.  
>>  
>> Now assuming I was running all five of these on the same system  
>> sending/returning signal in and out of 40 RME ADAT I/O whil'st processing  
>> these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1  
  
>> delay  
>> comp instantiated in the first slot of each host set ot compensate for  
4 x  
>> plugins and that all of these VST hosts had a predictable latency  
>> .....well.....you know where I'm going with this, don't you?  
>>  
>> ;o)  
>>  
>>  
>>  
>  
>

---

---

Subject: Re: soooo....remember the Forte experiment?

Posted by [animix](#) on Thu, 26 Oct 2006 16:53:37 GMT

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

---

Well...VStack doesn't pass audio...just outputs it so it's out anyway. The developer of the DSound has sent me a few e-mails asking what on earth I am trying to do.....so I told him and now he is sitting over in Europe somewhere laughing at the crazy American.

"James McCloskey" <[excelsm@hotmail.com](mailto:excelsm@hotmail.com)> wrote in message news:4540e6d7\$1@linux...

>

> "Don Nafe" <[dnafe@magma.ca](mailto:dnafe@magma.ca)> wrote:

> >ya...you're returning all your new purchases and ordering a straight jacket

> >

> >:-)

> >

>

> I almost cried when I read that, LOL!

>

> James

>

> >

> >"DJ" <[notachance@net.net](mailto:notachance@net.net)> wrote in message news:4540d282@linux...

> >> Basically this involved strapping this across every track in a mix,

> >> applying

> >> a UAD-1 Delaycomp on the first slot in the application and then adding

>

> >> UAD-1

> >> and other plugins to the subsequent slots. The thing that killed this

> idea

> >> was that in order for it to work, it had to be used on *every* track so

>

> >> that

> >> there was a uniform amount of delay compensaion. then it was just a matter

> >> of sliding "all" of the tracks to the left in the Paris editor to the

> left

> >> by a certain amount to cover the buffer latency of the host machine.

> >>

> >> Well....there are a few of these host applications.....soooooo.....

> >> Chainer will allow access to up to 10 x ASIO I/O.

> >> FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O

> >> Forte, for my purposes, would allow access to 10 x ASIO I/O

> >> Steinberg VStack will allow access to 16 ASIO I/O..

> >> RT player will allow access to a few more ASIO I/O....

> >>

> >>  
> >> So it appears that using all of these on the same machine, I could, "in  
> >> theory" access \*at least\* 40 ASIO\* I/O and that's all I would need for  
> a  
> >> real time mix scenario.  
> >>  
> >> Now assuming I was running all five of these on the same system  
> >> sending/returning signal in and out of 40 RME ADAT I/O whil'st  
processing  
> >> these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1  
>  
> >> delay  
> >> comp instantiated in the first slot of each host set ot compensate for  
> 4 x  
> >> plugins and that all of these VST hosts had a predictable latency  
> >> .....well.....you know where I'm going with this, don't you?  
> >>  
> >> ;o)  
> >>  
> >>  
> >>  
> >  
> >  
>

---

Subject: Re: soooo....remember the Forte experiment?  
Posted by [excelav](#) on Thu, 26 Oct 2006 16:59:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

"DJ" <notachance@net.net> wrote:  
>Well....VStack doesn't pass audio...just outputs it so it's out anyway.  
The  
>developer of the DSound has sent me a few e-mails asking what on earth I  
am  
>trying to do.....so I told him and now he is sitting over in Europe  
>somewhere laughing at the crazy American.

But did you tell him that the DAW is called Paris, so it should work.

James

>  
>"James McCloskey" <excelsm@hotmail.com> wrote in message  
>news:4540e6d7\$1@linux...  
>>  
>> "Don Nafe" <dnafe@magma.ca> wrote:  
>> >ya...you're returning all your new purchases and ordering a straight

>jacket  
>> >  
>> >:-)  
>> >  
>>  
>> I almost cried when I read that, LOL!  
>>  
>> James  
>>  
>> >  
>> >"DJ" <notachance@net.net> wrote in message news:4540d282@linux...  
>> >> Basically this involved strapping this across every track in a mix,  
>> >> applying  
>> >> a UAD-1 Delaycomp on the first slot in the application and then adding  
>>  
>> >> UAD-1  
>> >> and other plugins to the subsequent slots. The thing that killed this  
>> idea  
>> >> was that in order for it to work, it had to be used on \*every\* track  
so  
>>  
>> >> that  
>> >> there was a uniform amount of delay compensaion. then it was just a  
>matter  
>> >> of sliding "all" of the tracks to the left in the Paris editor to the  
>> left  
>> >> by a certain amount to cover the buffer latency of the host machine.  
>> >>  
>> >> Well....there are a few of these host  
>applications.....sooooo.....  
>> >> Chainer will allow access to up to 10 x ASIO I/O.  
>> >> FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O  
>> >> Forte, for my purposes, would allow access to 10 x ASIO I/O  
>> >> Steinberg VStack will allow access to 16 ASIO I/O..  
>> >> RT player will allow access to a few more ASIO I/O....  
>> >>  
>> >>  
>> >> So it appears that using all of these on the same machine, I could,  
"in  
>> >> theory" access \*at least\* 40 ASIO\* I/O and that's all I would need  
for  
>> a  
>> >> real time mix scenario.  
>> >>  
>> >> Now assuming I was running all five of these on the same system  
>> >> sending/returning signal in and out of 40 RME ADAT I/O whil'st  
>processing  
>> >> these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1

>>  
>> >> delay  
>> >> comp instantiated in the first slot of each host set of compensate  
for  
>> 4 x  
>> >> plugins and that all of these VST hosts had a predictable latency  
>> >> .....well.....you know where I'm going with this, don't you?  
>> >>  
>> >> ;o)  
>> >>  
>> >>  
>> >>  
>> >  
>> >  
>>  
>  
>

---

---

Subject: Re: soooo....remember the Forte experiment?  
Posted by [animix](#) on Thu, 26 Oct 2006 17:11:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm sure I'll hear back from him soooooonnnnn.....

"james McCloskey" <[excelsm@hotmail.com](mailto:excelsm@hotmail.com)> wrote in message  
news:4540e982\$1@linux...

>  
> "DJ" <[notachance@net.net](mailto:notachance@net.net)> wrote:  
> >Well....VStack doesn't pass audio...just outputs it so it's out anyway.  
> >The  
> >developer of the DSound has sent me a few e-mails asking what on earth I  
> >am  
> >trying to do.....so I told him and now he is sitting over in Europe  
> >somewhere laughing at the crazy American.  
>  
> But did you tell him that the DAW is called Paris, so it should work.  
>  
> James  
>  
> >  
> >"James McCloskey" <[excelsm@hotmail.com](mailto:excelsm@hotmail.com)> wrote in message  
> >news:4540e6d7\$1@linux...  
> >>  
> >> "Don Nafe" <[dnafe@magma.ca](mailto:dnafe@magma.ca)> wrote:  
> >> >ya...you're returning all your new purchases and ordering a straight  
> >jacket  
> >> >

> >> >:-)  
> >> >  
> >>  
> >> I almost cried when I read that, LOL!  
> >>  
> >> James  
> >>  
> >> >  
> >> > "DJ" <notachance@net.net> wrote in message news:4540d282@linux...  
> >> >> Basically this involved strapping this across every track in a mix,  
> >> >> applying  
> >> >> a UAD-1 Delaycomp on the first slot in the application and then  
adding  
> >>  
> >> >> UAD-1  
> >> >> and other plugins to the subsequent slots. The thing that killed  
this  
> >> idea  
> >> >> was that in order for it to work, it had to be used on \*every\* track  
> >>  
> >>  
> >> >> that  
> >> >> there was a uniform amount of delay compensaion. then it was just a  
> >> matter  
> >> >> of sliding "all" of the tracks to the left in the Paris editor to  
the  
> >> left  
> >> >> by a certain amount to cover the buffer latency of the host machine.  
> >> >>  
> >> >> Well....there are a few of these host  
> >> applications.....sooooo.....  
> >> >> Chainer will allow access to up to 10 x ASIO I/O.  
> >> >> FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O  
> >> >> Forte, for my purposes, would allow access to 10 x ASIO I/O  
> >> >> Steinberg VStack will allow access to 16 ASIO I/O..  
> >> >> RT player will allow access to a few more ASIO I/O....  
> >> >>  
> >> >>  
> >> >> So it appears that using all of these on the same machine, I could,  
> >> "in  
> >> >> theory" access \*at least\* 40 ASIO\* I/O and that's all I would need  
> >> for  
> >> a  
> >> >> real time mix scenario.  
> >> >>  
> >> >> Now assuming I was running all five of these on the same system  
> >> >> sending/returning signal in and out of 40 RME ADAT I/O whil'st  
> >> processing





>> >>  
>> >> "Don Nafe" <dnafe@magma.ca> wrote:  
>> >> >ya...you're returning all your new purchases and ordering a straight  
>> >jacket  
>> >> >  
>> >> >:-)  
>> >> >  
>> >>  
>> >> I almost cried when I read that, LOL!  
>> >>  
>> >> James  
>> >>  
>> >> >  
>> >> >"DJ" <notachance@net.net> wrote in message news:4540d282@linux...  
>> >> >> Basically this involved strapping this across every track in a mix,  
>> >> >> applying  
>> >> >> a UAD-1 Delaycomp on the first slot in the application and then  
> adding  
>> >>  
>> >> >> UAD-1  
>> >> >> and other plugins to the subsequent slots. The thing that killed  
> this  
>> >> idea  
>> >> >> was that in order for it to work, it had to be used on \*every\*  
>> >> >> track  
>> so  
>> >>  
>> >> >> that  
>> >> >> there was a uniform amount of delay compensaion. then it was just a  
>> >matter  
>> >> >> of sliding "all" of the tracks to the left in the Paris editor to  
> the  
>> >> left  
>> >> >> by a certain amount to cover the buffer latency of the host  
>> >> >> machine.  
>> >> >>  
>> >> >> Well....there are a few of these host  
>> >applications.....soooooo.....  
>> >> >> Chainer will allow access to up to 10 x ASIO I/O.  
>> >> >> FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O  
>> >> >> Forte, for my purposes, would allow access to 10 x ASIO I/O  
>> >> >> Steinberg VStack will allow access to 16 ASIO I/O..  
>> >> >> RT player will allow access to a few more ASIO I/O....  
>> >> >>  
>> >> >>  
>> >> >> So it appears that using all of these on the same machine, I could,  
>> "in  
>> >> >> theory" access \*at least\* 40 ASIO\* I/O and that's all I would need

>> for  
>> >> a  
>> >> >> real time mix scenario.  
>> >> >>  
>> >> >> Now assuming I was running all five of these on the same system  
>> >> >> sending/returning signal in and out of 40 RME ADAT I/O whilst  
>> >processing  
>> >> >> these signals through 4 x UAD-1 cards (and other VSTi's) with a  
> UAD-1  
>> >>  
>> >> >> delay  
>> >> >> comp instantiated in the first slot of each host set of compensate  
>> for  
>> >> 4 x  
>> >> >> plugins and that all of these VST hosts had a predictable latency  
>> >> >> .....well.....you know where I'm going with this, don't you?  
>> >> >>  
>> >> >> ;o)  
>> >> >>  
>> >> >>  
>> >> >>  
>> >> >>  
>> >> >  
>> >> >  
>> >>  
>> >  
>> >  
>>  
>  
>

---

Subject: Re: soooo....remember the Forte experiment?

Posted by [animix](#) on Thu, 26 Oct 2006 18:06:35 GMT

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

---

;o)

"alex plasko" <[alex.plasko@snet.net](mailto:alex.plasko@snet.net)> wrote in message

news:4540f566\$1@linux...

> and the check is in the mail

> "DJ" <[notachance@net.net](mailto:notachance@net.net)> wrote in message news:4540ec1a@linux...

> > I'm sure I'll hear back from him soooooonnnnn.....

> >

> > "james McCloskey" <[excelsm@hotmail.com](mailto:excelsm@hotmail.com)> wrote in message

> > news:4540e982\$1@linux...

> >>

> >> "DJ" <[notachance@net.net](mailto:notachance@net.net)> wrote:

> >> >Well....VStack doesn't pass audio...just outputs it so it's out

anyway.

> >> The

> >> >developer of the DSound has sent me a few e-mails asking what on earth

I

> >> am

> >> >trying to do.....so I told him and now he is sitting over in Europe

> >> >somewhere laughing at the crazy American.

> >>

> >> But did you tell him that the DAW is called Paris, so it should work.

> >>

> >> James

> >>

> >> >

> >> >"James McCloskey" <excelsm@hotmail.com> wrote in message

> >> >news:4540e6d7\$1@linux...

> >> >>

> >> >> "Don Nafe" <dnafe@magma.ca> wrote:

> >> >> >ya...you're returning all your new purchases and ordering a

straight

> >> >jacket

> >> >> >

> >> >> >:-)

> >> >> >

> >> >>

> >> >> I almost cried when I read that, LOL!

> >> >>

> >> >> James

> >> >>

> >> >> >

> >> >> >"DJ" <notachance@net.net> wrote in message news:4540d282@linux...

> >> >> >> Basically this involved strapping this across every track in a

mix,

> >> >> >> applying

> >> >> >> a UAD-1 Delaycomp on the first slot in the application and then

> > adding

> >> >>

> >> >> >> UAD-1

> >> >> >> and other plugins to the subsequent slots. The thing that killed

> > this

> >> >> idea

> >> >> >> was that in order for it to work, it had to be used on \*every\*

> >> >> >> track

> >> so

> >> >>

> >> >> >> that

> >> >> >> there was a uniform amount of delay compensaion. then it was just

a

> >> >matter



> >  
> >  
>  
>

---

Subject: Re: soooo....remember the Forte experiment?  
Posted by [animix](#) on Thu, 26 Oct 2006 18:19:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Maybe I need to get up off my ass and learn to do this. My needs are too outside the box to expect to find them commercially. Here's the tool kit.

<http://dssi.sourceforge.net/why-use.html>

Hell....I've got the guy who wrote the code for MRI machines here to help me. His wife is one of my studio clients. His brother-in-law is my partner. This can definitely be done and I'd love to learn how to write my own stuff.

Once I get the studio back up and running I'm going to try to find the time to write a VST FX rack that can access unlimited I/O and plugin slots.....I'm going to talk to Dan about this ASAP.

Deej

"DJ" <notachance@net.net> wrote in message news:4540f901@linux...  
> ;o)  
>  
> "alex plasko" <alex.plasko@snet.net> wrote in message  
> news:4540f566\$1@linux...  
> > and the check is in the mail  
> > "DJ" <notachance@net.net> wrote in message news:4540ec1a@linux...  
> > > I'm sure I'll hear back from him soooooonnnnn.....  
> > >  
> > > "james McCloskey" <excelsm@hotmail.com> wrote in message  
> > > news:4540e982\$1@linux...  
> > > >  
> > > > "DJ" <notachance@net.net> wrote:  
> > > > > Well....VStack doesn't pass audio...just outputs it so it's out  
> > > > anyway.  
> > > > The  
> > > > > developer of the DSound has sent me a few e-mails asking what on  
> > > > earth  
> > > > I  
> > > > am  
> > > > > trying to do.....so I told him and now he is sitting over in Europe  
> > > > > somewhere laughing at the crazy American.  
> > > > >

> > >> But did you tell him that the DAW is called Paris, so it should work.  
> > >>  
> > >> James  
> > >>  
> > >> >  
> > >> >"James McCloskey" <excelsm@hotmail.com> wrote in message  
> > >> >news:4540e6d7\$1@linux...  
> > >> >>  
> > >> >> "Don Nafe" <dnafe@magma.ca> wrote:  
> > >> >> >ya...you're returning all your new purchases and ordering a  
> > straight  
> > >> >jacket  
> > >> >> >  
> > >> >> >:-)  
> > >> >> >  
> > >> >>  
> > >> >> I almost cried when I read that, LOL!  
> > >> >>  
> > >> >> James  
> > >> >>  
> > >> >> >  
> > >> >> >"DJ" <notachance@net.net> wrote in message news:4540d282@linux...  
> > >> >> >> Basically this involved strapping this across every track in a  
> > mix,  
> > >> >> >> applying  
> > >> >> >> a UAD-1 Delaycomp on the first slot in the application and then  
> > > adding  
> > >> >>  
> > >> >> >> UAD-1  
> > >> >> >> and other plugins to the subsequent slots. The thing that  
killed  
> > > this  
> > >> >> idea  
> > >> >> >> was that in order for it to work, it had to be used on \*every\*  
> > >> >> >> track  
> > >> >> so  
> > >> >>  
> > >> >> >> that  
> > >> >> >> there was a uniform amount of delay compensaion. then it was  
just  
> > > a  
> > >> >matter  
> > >> >> >> of sliding "all" of the tracks to the left in the Paris editor  
to  
> > > the  
> > >> >> left  
> > >> >> >> by a certain amount to cover the buffer latency of the host  
> > >> >> >> machine.





> >  
>  
>

---

Subject: Re: soooo....remember the Forte experiment?

Posted by [TCB](#) on Thu, 26 Oct 2006 21:38:37 GMT

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

---

Two weeks ago we almost had you recording into SX, and now this? Talk about a relapse . . .

TCB

"DJ" <notachance@net.net> wrote:

>Basically this involved strapping this across every track in a mix, applying  
>a UAD-1 Delaycomp on the first slot in the application and then adding UAD-1  
>and other plugins to the subsequent slots. The thing that killed this idea  
>was that in order for it to work, it had to be used on \*every\* track so  
that

>there was a uniform amount of delay compensaion. then it was just a matter  
>of sliding "all" of the tracks to the left in the Paris editor to the left  
>by a certain amount to cover the buffer latency of the host machine.

>  
>Well....there are a few of these host applications.....soooooo.....

>Chainer will allow access to up to 10 x ASIO I/O.

>FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O

>Forte, for my purposes, would allow access to 10 x ASIO I/O

>Steinberg VStack will allow access to 16 ASIO I/O..

>RT player will allow access to a few more ASIO I/O....

>

>

>So it appears that using all of these on the same machine, I could, "in  
>theory" access \*at least\* 40 ASIO\* I/O and that's all I would need for a  
>real time mix scenario.

>

>Now assuming I was running all five of these on the same system

>sending/returning signal in and out of 40 RME ADAT I/O whil'st processing

>these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1 delay

>comp instantiated in the first slot of each host set ot compensate for 4

x

>plugins and that all of these VST hosts had a predictable latency

>.....well.....you know where I'm going with this, don't you?

>

>;o)

>

>

>

>

---