
Subject: Chuck-let's talk about "Wires"

Posted by [animix](#) on Thu, 26 Oct 2006 20:18:47 GMT

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If I could get someone to help me code a very simple VST rack like Forte, would it be possible to run it outside of Paris as an independent application and have it interface with Paris using Wires? Since Paris requires minimal host processing power and UAD-1/Powercore/Duende/LiquidMix, etc. all have their won DSP engines, would it be possible to take some of the available native CPU horsepower and apply a goodly amount of it to knocking down the latency of these plugins to a low, as in maybe zero and if not zero, then at least a predictable number of samples which could correspond exactly to the nudge parameters in the Paris editor and then connect the channels of this external VST rack to Paris inserts and auxes using Wires? I'm serious here man. Do you think this would be possible? I've got a guru here whose wife wants to do a project at this studio. I can trade session time for R & D time....I'm absolutely sure of it.

Deej

Subject: Re: Chuck-let's talk about "Wires"

Posted by [animix](#) on Thu, 26 Oct 2006 20:59:06 GMT

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This is a question for Chuck. I've never used Wires. However, even it wasn't possible to cross submixes, if it was possible to create an FX rack applet *per submix* and allocate native DSP across these, that would work for me.

Deej

"Don Nafe" <dnafe@magma.ca> wrote in message [news:45411ff8\\$1@linux...](news:45411ff8$1@linux...)

> Hey Deej

>

> Not to throw a damper on things but isn't wires, like ADATs (in XP) unable to cross submixes and isn't that an inherent part of Paris' mixing architecture?

>

> Wouldn't this be somewhat like re-route or rewire or whatever that thing is

> called in terms of routing audio to various points inside a different application

>

> Inquiring minds want to know

>

>

> "DJ" <notachance@net.net> wrote in message <news:45411808@linux...>

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Forte,
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> > Deej
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Subject: Re: Chuck-let's talk about "Wires"
Posted by [Don Nafe](#) on Thu, 26 Oct 2006 21:00:59 GMT
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Wouldn't this be somewhat like re-route or rewire or whatever that thing is called in terms of routing audio to various points inside a different application

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> Deej
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Subject: Re: Chuck-let's talk about "Wires"
Posted by [Dimitrios](#) on Thu, 26 Oct 2006 22:10:00 GMT
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Hey DJ,
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Subject: Re: Chuck-let's talk about "Wires"
Posted by [animix](#) on Thu, 26 Oct 2006 22:12:10 GMT
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I am also hearing that it doesn't work with AMD dualcore processors. Have you tried this dimitrios?

"Dimitrios" <musurgio@otenet.gr> wrote in message [news:45413238\\$1@linux...](mailto:news:45413238$1@linux...)

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Subject: Re: Chuck-let's talk about "Wires"
Posted by [animix](#) on Thu, 26 Oct 2006 22:14:17 GMT
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If it is the Pulsar mixer than that would be OK, but I want to get as far
away from Cubase as I can. If I wanted to use Cubase, I could use the RME
cards I have now.

Thanks,

DJ

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Subject: Re: Chuck-let's talk about "Wires"
Posted by [Dimitrios](#) on Thu, 26 Oct 2006 22:27:15 GMT
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DJ,
I don't mean Cubase.
Pulsar can receive up to 64 ASIO destinations and send on up to 64 =ASIO sends.
So any vst chainer/host or whatever you call it that can load vst's and output on different asio can do the trick.
I have used thru cubase (well...) sending 32 audio tracks back and forth via pulsar.
You can use 32 bit floating ,32 bit integer, 24 bit asio devices from within pulsar !

"DJ" <notachance@net.net> wrote:
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>If it is the Pulsar mixer than that would be OK, but I want to get as far
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Subject: Re: Chuck-let's talk about "Wires"
Posted by [Dimitrios](#) on Thu, 26 Oct 2006 22:29:22 GMT
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I never used AMD in my life !
No problem with my intel comoputers.
Used ASUS P3BF , ASUS P4B, Asus P4B-E, Abit BH-6
all 440 chipset work great.
These are dead cheap.
But on planetz forum you can search for newer working pc's
I am sure new models work as great.

"DJ" <notachance@net.net> wrote:
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>you tried this dimitrios?
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>"Dimitrios" <musurgio@otenet.gr> wrote in message news:45413238\$1@linux...

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Subject: Re: Chuck-let's talk about "Wires"
Posted by Nil on Thu, 26 Oct 2006 22:29:44 GMT
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SX.

>If it is the Pulsar mixer than that would be OK, but I want to get as far
>away from Cubase as I can.

WTF? As far away??? Why this change in attitude?

Neil

Subject: Re: Chuck-let's talk about "Wires"
Posted by [Dimitrios](#) on Thu, 26 Oct 2006 22:40:55 GMT
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DJ,

To help you understand.

Pulsar lets you alter its ASIO routing to achieve that amazing 64 in out
asio routing !!

Appears as asio 1,2 3,4 5,6 etc.

Now ANY asio related host appchainer will showon its routing when selecting
Scope asio these exact ins and outs.

Thats exactly what I was using all that years well with cubase.

If cubase 5 did that for me I am sure you can use like chainer to compliment
that routing.

So why bother with wires when Pulsar comes to rrescue ?

Can you imagine the possibiolties ?

If you can run Pulsar at 3 ms (why not I could) then using the "millidelay"
free sample delay inside scope you can delay all your audio routing for exact
nudge intervals (80 samples 160 samples etc)

Hope this helps.

Regards,
Dimitrios

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Subject: Re: Chuck-let's talk about "Wires"
Posted by [animix](#) on Thu, 26 Oct 2006 22:58:00 GMT
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Dimitrios,

What I want to do is as follows:

Create a Paris mix template with 40 tracks with each track having an insert inabled and routed to that track in the Paris virtual patchbay.

I will have 40 ADAT inputs and outputs routed between Paris and the Pulsar cards.

Now I want to be able to send my Paris tracks to the Pulsar mixer, process them there with Pulsar plugins and Uad-1 plugins at a certain fixed latency that I can compensate each track in Paris, and then return them to Paris without having to use Cubase SX as a VST host at all.

Is this possible?

Thanks,

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Subject: Re: Chuck-let's talk about "Wires"
Posted by [Dimitrios](#) on Thu, 26 Oct 2006 23:02:00 GMT
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DJ,
You can do that of course but you will have to use a chainer VST loader like
chainer or forte , whatever that will load the vsts take input from scope
asio sends and send back thru scope asio again back to pulsar mixer.
Regards,

Dimitrios

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Subject: Re: Chuck-let's talk about "Wires"
Posted by [animix](#) on Thu, 26 Oct 2006 23:17:42 GMT
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So since neither Forte or Chainer will allow more than 16 I/O if it is used as a standalone application I can open up Forte or chainer on each of the 40 Pulsar channels and this will allow it to see all 40 of the ASIO I/O and I won't have to use Cubase at all? If this is the case, I'm drooling!!!! This is **exactly** what I've been hoping for!!! Building an Intel machine to support this will be a pleasure.

;o)

"Dimitrios" <musurgio@otenet.gr> wrote in message news:45413e68\$1@linux...
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Subject: Re: Chuck-let's talk about "Wires"
Posted by [Mic Cross](#) on Fri, 27 Oct 2006 02:14:06 GMT
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Inquiring minds want to know :-)
Why do you want to throw Cubase out?

Mic.

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

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>Thanks,

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>DJ

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>"Dimitrios" <musurgio@otenet.gr> wrote in message news:45413238\$1@linux...

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>> Hey DJ,

>> Do you know that Pulsar gives you 64 routes to and from asio
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>> Soyou can route 64 audio tracks back and forth inside pulsar from VST
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>> Regards,

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Subject: Re: Chuck-let's talk about "Wires"
Posted by [animix](#) on Fri, 27 Oct 2006 02:40:20 GMT
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I just want a simple FX rack where I can send Paris tracks, process them with UAD-1 plugins and return them. By setting the buffers on the native audio interface to 512k and inserting a UAD-1 Delaycomp set to compensate for 5 UAD-1 plugins it's possible to delay compensate all Paris tracks by a small, fixed latency this way and still have a viable visual reference to the now line in the editor for fader automation. I know Cubase will do this but it's got so much other crap going on that it's inherently unstable when used in this way, at least on my machine. Once you set up a project with 48 tracks with 48 I/O busses set to monitor with FX, it's just not that stable. Now maybe there's something wrong with my computer, but Forte was much more stable than Cubase SX wuth much lower CPU usage with the same bus count.

I think I have found the ticket here.
<http://www.plogue.com/index.php?option=content&task=view &id=21&Itemid=35>

I've been chatting with the developer. He says the bussing is limited only by the number of I/O and the plugins are limited only by the CPU horsepower.

;o)

"Mic Cross" <crzymnmchl@comcast.net> wrote in message
news:45416b6e\$1@linux...

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> Inquiring minds want to know :-)

> Why do you want to throw Cubase out?

>

> Mic.

>

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Subject: Re: Chuck-let's talk about "Wires"
Posted by [AlexPlasko](#) on Fri, 27 Oct 2006 03:47:14 GMT
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god bless you DJ. "DJ" <notachance@net.net> wrote in message
news:45417186\$1@linux...
>I just want a simple FX rack where I can send Paris tracks, process them
> with UAD-1 plugins and return them. By setting the buffers on the native
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Subject: Re: Chuck-let's talk about "Wires"
Posted by [Dimitrios](#) on Fri, 27 Oct 2006 09:41:26 GMT
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`Hey DJ,
There is a vst chainer called RT Player which the pro version can accomodate
32 asio ins and outs !
BUT I would encourage you use cuabse for that,one because you have it , secondly
it can accomodate all 64 asio ins and outs and thirdly You can only use VST
mixer as chainer with no audio tracks.

VStack might be useful or Cubase 5 which I use which is light and simple.
I will try RT Player for you to check how this works.
Dsound is making it.
I searched all chainer and is the only one to my knowledge that can accommodate
32 asio ins and outs.
Regards,
Dimitrios

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

>So since neither Forte or Chainer will allow more than 16 I/O if it is used
>as a standalone application I can open up Forte or chainer on each of the
40
>Pulsar channels and this will allow it to see all 40 of the ASIO I/O and
I
>won't have to use Cubase at all? If this is the case, I'm drooling!!!! This
>is **exactly** what I've been hoping for!!! Building an Intel machine to
>support this will be a pleasure.

>

>;o)

>

>

>

>

>

>"Dimitrios" <musurgio@otenet.gr> wrote in message news:45413e68\$1@linux...

>>

>> DJ,

>> You can do that of course but you will have to use a chainer VST loader
>like

>> chainer or forte , whatever that will load the vsts take input from scope

>> asio sends and send back thru scope asio again back to pulsar mixer.

>> Regards,

>> Dimitrios

>>

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

>> >Dimitrios,

>> >

>> >What I want to do is as follows:

>> >

>> >Create a Paris mix template with 40 tracks with each track having an
>insert

>> >inabled and routed to that track in the Paris virtual patchbay.

>> >

>> >I will have 40 ADAT inputs and outputs routed between Paris and the
>Pulsar

>> >cards.

>> >

>> >Now I want to be able to send my Paris tracks to the Pulsar mixer,

>process
>> >them there with Pulsar plugins and Uad-1 plugins at a certain fixed
>latency
>> >that I can compensate each track in Paris, and then return them to Paris
>> >without having to use Cubase SX as a VST host at all.
>> >
>> >Is this possible?
>> >
>> >Thanks,
>> >
>> >DJ
>> >
>> >
>> >
>> >"Dimitrios " <musurgio@otenet.gr> wrote in message news:45413977@linux...
>> >>
>> >> DJ,
>> >> To help you understand.
>> >> Pulsar lets you alter its ASIO routing to achieve that amazing 64 in
>out
>> >> asio routing !!
>> >> Appears as asio 1,2 3,4 5,6 etc.
>> >> Now ANY asio related host appchainer will showon its routing when
>> >selecting
>> >> Scope asio these exact ins and outs.
>> >> Thats exactly what I was using all that years well with cubase.
>> >> If cubase 5 did that for me I am sure you can use like chainer to
>> >compliment
>> >> that routing.
>> >> So why bother with wires when Pulsar comes to rrescue ?
>> >> Can you imagine the possibiolties ?
>> >> If you can run Pulsar at 3 ms (why not I could) then using the
>> >"millidelay"
>> >> free sample delay inside scope you can delay all your audio routing
>for
>> >exact

>> >> nudge intervals (80 samples 160 samples etc)
>> >> Hope this helps.
>> >> Regards,
>> >> Dimitrios
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Posted by [Dimitrios](#) on Fri, 27 Oct 2006 09:55:31 GMT
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Subject: Re: Chuck-let's talk about "Wires"
Posted by [John \[1\]](#) on Fri, 27 Oct 2006 11:30:09 GMT
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John

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Subject: Re: Chuck-let's talk about "Wires"
Posted by [Dimitrios](#) on Fri, 27 Oct 2006 12:14:13 GMT
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Hehehehehehehe
That was funny,,, thanks....:)
I was referring to the old Cubase VST 5.1 !!
Regards,
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>>>>>>>> requires minimal host processing power and
>>>>> UAD-1/Powercore/Duende/LiquidMix,
>>>>>>>> etc. all have their won DSP engines, would it be possible to take
>> some
>>>> of
>>>>>>>> the available native CPU horsepower and apply a goodly amount of
it
>> it
>>>> to
>>>>>>>> knocking down the latency of these plugins to a low, as in maybe

