

Hi Mike,

Mike R. wrote:

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- > A friend of mine is going to buy a new Mac laptop. She is running Cubase SE
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No Universal Binary yet for Cubase not till 4.0 comes out so I don't think it will work if it is a Intel based one.

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I'm

- > most interested in your thoughts regarding both an audio card and what sort
- > of external audio drive she could/should use.

On a budget the Presonus Firebox is a great unit. If she want quality Mic-Pres and AD/DA, etc then the RME Fireface 400. Also the Mackie Spike or Onyx 400f might be a good option sense they come with the Tracktion software already.

If she is only recording 2 tracks or so then there is no need for an external drive. It would only be needed fore backs ups but the projects would more than likely be small enough to easily fit on DVDRW. Using an internal 80 or 100 gig drive on the PC would easily allow for 32 tracks of 24/48 at 3 ms buffer on the RME Fireface 400. If you raise the buffer then 48 tracks should be no problem.

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The current laptops well use the new Core 2 Duo CPUs.

[http://www.adkproaudio.com/systems/saved\\_system.cfm?systemid=103&saved\\_id=8935](http://www.adkproaudio.com/systems/saved_system.cfm?systemid=103&saved_id=8935)

:)

Chris

--

Chris Ludwig

ADK Pro Audio  
(859) 635-5762  
[www.adkproaudio.com](http://www.adkproaudio.com)  
[chrisl@adkproaudio.com](mailto:chrisl@adkproaudio.com)

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Subject: OT: Mac Laptop for Cubase Recommendations  
Posted by [emarenot](#) on Tue, 19 Sep 2006 01:21:47 GMT  
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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [gene lennon](#) on Tue, 19 Sep 2006 01:56:40 GMT  
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"Mike R." <[emarenot@yahoo.com](mailto:emarenot@yahoo.com)> wrote:  
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This is an extremely fast box, and with an external drive you can do serious  
recording, editing and mixing on it.

For simple needs, I would suggest an M-Audio Firewire interface. Low cost,  
good drivers, works Mac and PC fine and she can even go to Pro Tools M-Powered  
later if she likes. (Did I say that?)

Gene

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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [uptown jimmy](#) on Tue, 19 Sep 2006 02:11:09 GMT  
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What do buffer and latency matter for anymore, what with ADC on native  
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Jimmy

"Chris Ludwig" <[chrisl@adkproaudio.com](mailto:chrisl@adkproaudio.com)> wrote in message  
news:450f2d33@linux...

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> [www.adkproaudio.com](http://www.adkproaudio.com)

> chrisl@adkproaudio.com

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Subject: Re: OT: Mac Laptop for Cubase Recommendations

Posted by [emarenot](#) on Tue, 19 Sep 2006 03:23:09 GMT

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Hey Chris,  
Good to hear from you!  
Thanks for the info.  
Take care,  
MR

"Chris Ludwig" <chrisl@adkproaudio.com> wrote in message  
news:450f2d33@linux...

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> [chrisl@adkproaudio.com](mailto:chrisl@adkproaudio.com)

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Subject: Re: OT: Mac Laptop for Cubase Recommendations

Posted by [rick](#) on Tue, 19 Sep 2006 09:10:34 GMT

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instigator...;o)

On 19 Sep 2006 11:56:40 +1000, "gene Lennon" <[glennon@NOSPmyrealbox.com](mailto:glennon@NOSPmyrealbox.com)> wrote:

>  
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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [Chris Ludwig](#) on Tue, 19 Sep 2006 13:47:49 GMT  
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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [uptown jimmy](#) on Tue, 19 Sep 2006 20:08:17 GMT  
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I'm very surprised, if true.

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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [Chris Ludwig](#) on Tue, 19 Sep 2006 22:06:57 GMT  
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Chris Ludwig

ADK Pro Audio

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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [Rod Lincoln](#) on Tue, 19 Sep 2006 22:16:57 GMT  
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---

Yeah, 2 samples of latency (at 44.1) for eds plugs

Rod

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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [chucduffy](#) on Wed, 20 Sep 2006 00:11:24 GMT  
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Depending on lookahead of course :-)

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [uptown jimmy](#) on Wed, 20 Sep 2006 00:44:52 GMT  
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Jimmy

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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [Aaron Allen](#) on Wed, 20 Sep 2006 01:10:06 GMT  
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It essentially splits the signal into two paths.. one for the detector and one that is the audio throughput. By NOT delaying the detector and delaying the audio by, let's say, 1 mS the detector actually gets a 1 mS 'lookahead' time to better process the signal/transients.  
The price is that now your audio will be 1 mS later than it was. This can be a real bite in the rear on multimic'd stuff like drum kits unless you intentionally delay the other tracks by the same amount (and the next step is to move them all back/to the left 1mS in the editor).

AA

"Uptown Jimmy" <johnson314@bellsouth.net> wrote in message news:45108d2a@linux...  
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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [chuck duffy](#) on Wed, 20 Sep 2006 01:19:26 GMT  
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here's how I understand it...

- a. EDS plugs have a 1 to 2 sample latency when lookahead is set to zero.
- b. unfortunately there is a bug in nolimit that causes unpredictable results when 0 lookahead is used.
- c. Lookahead on any EDS plug is essentially a delay line, and causes latency exactly equal (well not exactly, move on to d for more info) to the lookahead value. If you use a lookahead of 1 ms it will cause a latency of (what should be) 44 samples.
- d. The UI control code in paris is geeked and the math is hardwired to a 48K sample rate instead of 44.1. This means that any math calculations based

on UI controls are off. A lookahead of 1ms in a project based on 44.1 should cause a latency of 44 samples, but causes a latency of 48.

e. The audio from the lookahead delay line feeds the control channel for a gate/compressor/limiter.

the plug is looking out into the delayed signal (a leetle bit further ahead), but acting on the non-delayed signal, giving it the appearance of "knowing" what's going to happen in terms of transients, but at the cost of latency.

Chuck

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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [chuck duffy](#) on Wed, 20 Sep 2006 01:44:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

OMG I can't believe I actually wrote plugs that use lookahead, and yet described it exactly backwards.

Chuck

"Aaron Allen" <know-spam@not\_here.dude> wrote:

>It essentially splits the signal into two paths.. one for the detector and

>one that is the audio throughput. By NOT delaying the detector and delaying

>the audio by, let's say, 1 mS the detector actually gets a 1 mS 'lookahead'

>time to better process the signal/transients.

>The price is that now your audio will be 1 mS later than it was. This can be

>a real bite in the rear on multitimic'd stuff like drum kits unless you

>intentionally delay the other tracks by the same amount (and the next step

>is to move them all back/to the left 1mS in the editor).

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>AA

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>"Uptown Jimmy" <johnson314@bellsouth.net> wrote in message

>news:45108d2a@linux...

>>I never understood lookahead. Read the explanations, felt ignernt.

>>

>> Even NoLimit? No real latency?

>>

>> Jimmy

>>

>>

>> "chucduffy" <c@c.om> wrote in message news:4510872c\$1@linux...

>>>

>>> Depending on lookahead of course :-)

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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [Rod Lincoln](#) on Wed, 20 Sep 2006 12:40:30 GMT  
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OF course!  
rod

"chucduffy" <c@c.om> wrote:  
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>Depending on lookahead of course :-)  
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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [uptown jimmy](#) on Thu, 21 Sep 2006 00:14:36 GMT  
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---

So the point of lookahead is to give the digital math time to process the audio data?

Are there any examples of this sort of thing in other DAWs?

Jimmy

"Aaron Allen" <know-spam@not\_here.dude> wrote in message news:45109336\$1@linux...  
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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [Aaron Allen](#) on Thu, 21 Sep 2006 01:16:16 GMT  
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well, this is really more of a plug in thing IMO, though there are similar things happening in audio data feeds called buffers. Sonar does this, and I'm sure most native apps do. More buffers, more delay for processing and playback but the stability of the system is much improved. I guess you could say all native DAWs in that respect do it.

AA

"Uptown Jimmy" <[johnson314@bellsouth.net](mailto:johnson314@bellsouth.net)> wrote in message  
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>> AA

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>> >> >>>>>> Chris Ludwig
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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [uptown jimmy](#) on Thu, 21 Sep 2006 02:38:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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I've heard of buffers.

Buffers = lookahead, right?

Thanks, man. I appreciate the patience. My awareness is elsewhere other than technical stuff, for sure. Usually.

Jimmy

"Aaron Allen" <[know-spam@not\\_here.dude](mailto:know-spam@not_here.dude)> wrote in message  
news:4511e624@linux...

> well, this is really more of a plug in thing IMO, though there are similar  
> things happening in audio data feeds called buffers. Sonar does this, and  
> I'm sure most native apps do. More buffers, more delay for processing and  
> playback but the stability of the system is much improved.

> I guess you could say all native DAWs in that respect do it.  
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> AA

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> "Uptown Jimmy" <[johnson314@bellsouth.net](mailto:johnson314@bellsouth.net)> wrote in message  
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>> So the point of lookahead is to give the digital math time to process  
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>> Are there any examples of this sort of thing in other DAWs?

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> > > >>>>> The current laptops well use the new Core 2 Duo CPUs.

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> >

[http://www.adkproaudio.com/systems/saved\\_system.cfm?systemid=103&saved\\_id=89](http://www.adkproaudio.com/systems/saved_system.cfm?systemid=103&saved_id=89)

> > > >>>>> 35

> > > >>>>>

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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [Aaron Allen](#) on Thu, 21 Sep 2006 04:02:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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In the context of realtime latency, that would suffice.  
AA

"Uptown Jimmy" <johnson314@bellsouth.net> wrote in message news:4511f94d@linux...  
> I've heard of buffers.  
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> Buffers = lookahead, right?  
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>> >> >> >>>>> pretty  
>> >> >> >>>>>  
>> >> >> >>>>>> nifty stuff analyzing those whale sounds.  
>> >> >> >>>>>> Thank you, thank you.  
>> >> >> >>>>>> MR  
>> >> >> >>>>>>  
>> >> >> >>>>>>  
>> >> >> >>>>>> The current laptops well use the new Core 2 Duo CPUs.  
>> >> >> >>>>>>  
>> >> >> >>>>>>  
>> >> >> >>>  
>> >> >  
>> >  
> [http://www.adkproaudio.com/systems/saved\\_system.cfm?systemid=103&saved\\_id=89](http://www.adkproaudio.com/systems/saved_system.cfm?systemid=103&saved_id=89)  
>> >> >> >>>>> 35  
>> >> >> >>>>>

>> >> >> >>>>>> :)  
>> >> >> >>>>>>  
>> >> >> >>>>>> Chris  
>> >> >> >>>>>>  
>> >> >> >>>>>>  
>> >> >> >>>>>> --  
>> >> >> >>>>>> Chris Ludwig  
>> >> >> >>>>>>  
>> >> >> >>>>>> ADK Pro Audio  
>> >> >> >>>>>> (859) 635-5762  
>> >> >> >>>>>> www.adkproaudio.com  
>> >> >> >>>>>> chrisl@adkproaudio.com  
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>> >> >> >>>> ADK  
>> >> >> >>>> chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>  
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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [chuck duffy](#) on Thu, 21 Sep 2006 13:05:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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In native systems the entire playback stream is buffered a number of samples (read latency).

Chuck

"Uptown Jimmy" <johnson314@bellsouth.net> wrote:

>So the point of lookahead is to give the digital math time to process the  
>audio data?

>

>Are there any examples of this sort of thing in other DAWs?

>

>Jimmy

>

>

>"Aaron Allen" <know-spam@not\_here.dude> wrote in message

>news:45109336\$1@linux...

>> It essentially splits the signal into two paths.. one for the detector  
and

>> one that is the audio throughput. By NOT delaying the detector and  
>delaying

>> the audio by, let's say, 1 mS the detector actually gets a 1 mS

>'lookahead'

>> time to better process the signal/transients.

>> The price is that now your audio will be 1 mS later than it was. This  
can

>be

>> a real bite in the rear on multmic'd stuff like drum kits unless you

>> intentionally delay the other tracks by the same amount (and the next  
step

>> is to move them all back/to the left 1mS in the editor).

>>

>> AA

>>

>> "Uptown Jimmy" <johnson314@bellsouth.net> wrote in message

>> news:45108d2a@linux...

>> >I never understood lookahead. Read the explanations, felt ignernt.

>> >

>> > Even NoLimit? No real latency?

>> >

>> > Jimmy

>> >

>> >

>> > "chucduffy" <c@c.om> wrote in message news:4510872c\$1@linux...

>> >>

>> >> Depending on lookahead of course :-)

>> >>

>> >> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:  
>> >> >  
>> >> >Yeah, 2 samples of latency (at 44.1) for eds plugs  
>> >> >Rod  
>> >> >Chris Ludwig <chrisl@adkproaudio.com> wrote:  
>> >> >>Hi Jimmy,  
>> >> >>As far as I've ever seen the EDS plugins have little or no latency  
as  
>> >> >>they exist in the hardware just like on a Pro Tools HD system.  
>> >> >>Chris  
>> >> >>  
>> >> >>  
>> >> >>Uptown Jimmy wrote:  
>> >> >>> Wait a minute: Paris atuo-compenstaes for EDS plugins?!  
>> >> >>>  
>> >> >>> I'm very surprised, if true.  
>> >> >>>  
>> >> >>> Jimmy  
>> >> >>>  
>> >> >>> "Chris Ludwig" <chrisl@adkproaudio.com> wrote in message  
>> >> >>> news:450ff34f\$1@linux...  
>> >> >>>> HI,  
>> >> >>>> It only matters under 2 scenarios.  
>> >> >>>> 1. Playing VST INstruments in real time.  
>> >> >>>> 2. Processing native effects on a live input.  
>> >> >>>>  
>> >> >>>> Otherwise you can set the buffer high to free up resources.  
>> >> >>>> When using Direct monitoring the software monitor inputs at the  
>> > hardware  
>> >> >>>> level so no latency.  
>> >> >>>>  
>> >> >>>> ADC becomes more useful in the mixing stage Cubase will keep all  
>the  
>> >> >>>> plug ins including external plug ins sample accurate. Paris will  
>do  
>> >> this  
>> >> >>>> only with its EDS effects not with native. Actually most programs  
>> > didn't  
>> >> >>>> only had this type of compensation on inserts only forever.  
>> > Steinberg  
>> >> >>>> were the first to figure out how to do it across the whole path.  
I  
>> > wish  
>> >> >>>> Steinberg would stop with all the innovation stuff so I wouldn't  
>> >> >>>> have  
>> >> >to  
>> >> >>>> keep track of all the new features the competitors have in their  
>> >> >>>> programs. :0

>> >> >>>>  
>> >> >>>>  
>> >> >>>>  
>> >> >>>> Chris  
>> >> >>>>  
>> >> >>>>  
>> >> >>>>  
>> >> >>>> Uptown Jimmy wrote:  
>> >> >>>> What do buffer and latency matter for anymore, what with ADC  
on  
>> > native  
>> >> >>>> systems?  
>> >> >>>>  
>> >> >>>> I seriously have no idea, being a Paris junkie since the  
>beginning.  
>> >> >>>>  
>> >> >>>> Jimmy  
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>> >> >>>> "Chris Ludwig" <chrisl@adkproaudio.com> wrote in message  
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>> >> >>>>  
>> >> >>>>> HI Mike,  
>> >> >>>>>  
>> >> >>>>>  
>> >> >>>>> Mike R. wrote:  
>> >> >>>>>  
>> >> >>>>>> Hope it's ok to post this question here.  
>> >> >>>>>> A friend of mine is going to buy a new Mac laptop. She is  
>> >> >>>>>> running  
>> >> >>>>> Cubase SE  
>> >> >>>>>  
>> >> >>>>>> on her current  
>> >> >>>>>> No Universal Binary yet for Cubase not till 4.0 comes out so  
I  
>> > don't  
>> >> >>>>>> think it will work if it is a Intel based one.  
>> >> >>>>>>  
>> >> >>>>>> 'pute and wants a bigger faster, but portable, machine.  
>> >> >>>>>>  
>> >> >>>>>>  
>> >> >>>>>>  
>> >> >>>>>> I'm  
>> >> >>>>>>  
>> >> >>>>>>> most interested in your thoughts regarding both an audio card  
>and  
>> >> >what  
>> >> >>>>> sort  
>> >> >>>>>

>> >> >>>>>> of external audio drive she could/should use.  
>> >> >>>>>> On a budget the Presonus Firebox is a great unit. If she want  
>> > quality  
>> >> >>>>>> Mic-Pres and AD/DA, etc then the RME Fireface 400.  
>> >> >>>>>> Also the Mackie Spike or Onyx 400f might be a good option sense  
>> > they  
>> >> >>>>>> come with the Tracktion software already.  
>> >> >>>>>>  
>> >> >>>>>> If she is only recording 2 tracks or so then there is no need  
>for  
>> >> an  
>> >> >>>>>> external drive. It would only be needed fore backs ups but the  
>> > projects  
>> >> >>>>>> would more than likely be small enough to easily fit on DVDRW.  
>> >> >>>>>> Using an internal 80 or 100 gig drive on the PC would easily  
>allow  
>> >> >for  
>> >> >>>>>> 32 tracks of 24/48 at 3 ms buffer on the RME Fireface 400. If  
>you  
>> >> raise  
>> >> >>>>>> the buffer then 48 tracks should be no problem.  
>> >> >>>>>>  
>> >> >>>>>>  
>> >> >>>>>> She generally won't be  
>> >> >>>>>>  
>> >> >>>>>>> recording more than two tracks at a time, four absolute max.  
|  
>> > don't  
>> >> >>>>> think  
>> >> >>>>>  
>> >> >>>>>>> she'd be mixing more than eight tracks at any one time either.  
>|  
>> >> >will  
>> >> >>>>>>> certainly be surfing myself to see what's out there, but I'd  
>take  
>> >> >you  
>> >> >>>>> folk's  
>> >> >>>>>  
>> >> >>>>>>> recommendations, even over say... Mr. Spock's --although he  
did  
>> > some  
>> >> >>>>> pretty  
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>> >> >>>>>>> nifty stuff analyzing those whale sounds.  
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Subject: Re: OT: Mac Laptop for Cubase Recommendations  
Posted by [chuck duffy](#) on Thu, 21 Sep 2006 13:09:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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buffer and delay line are synonymns in the music programming arena. Lookahead uses buffers.

Chuck

"Uptown Jimmy" <johnson314@bellsouth.net> wrote:

>I've heard of buffers.

>

>Buffers = lookahead, right?

>

>Thanks, man. I appreciate the patience. My awareness is elsewhere other than

>technical stuff, for sure. Usually.

>

>Jimmy

>

>

>"Aaron Allen" <know-spam@not\_here.dude> wrote in message

>news:4511e624@linux...

>> well, this is really more of a plug in thing IMO, though there are similar

>> things happening in audio data feeds called buffers. Sonar does this, and

>> I'm sure most native apps do. More buffers, more delay for processing and

>> playback but the stability of the system is much improved.

>> I guess you could say all native DAWs in that respect do it.

>>

>> AA

>>

>> "Uptown Jimmy" <johnson314@bellsouth.net> wrote in message

>> news:4511d78f@linux...

>> > So the point of lookahead is to give the digital math time to process

>the

>> > audio data?

>> >

>> > Are there any examples of this sort of thing in other DAWs?

>> >

>> > Jimmy

>> >

>> >

>> > "Aaron Allen" <know-spam@not\_here.dude> wrote in message

>> > news:45109336\$1@linux...

>> >> It essentially splits the signal into two paths.. one for the detector

>> >> and

>> >> one that is the audio throughput. By NOT delaying the detector and

>> > delaying  
>> >> the audio by, let's say, 1 mS the detector actually gets a 1 mS  
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>> >> time to better process the signal/transients.  
>> >> The price is that now your audio will be 1 mS later than it was. This  
>can  
>> > be  
>> >> a real bite in the rear on multitracked stuff like drum kits unless you  
>> >> intentionally delay the other tracks by the same amount (and the next  
>> >> step  
>> >> is to move them all back/to the left 1mS in the editor).  
>> >>  
>> >> AA  
>> >>  
>> >> "Uptown Jimmy" <johnson314@bellsouth.net> wrote in message  
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>> >> >I never understood lookahead. Read the explanations, felt ignorant.  
>> >> >  
>> >> > Even NoLimit? No real latency?  
>> >> >  
>> >> > Jimmy  
>> >> >  
>> >> >  
>> >> > "chucduffy" <c@c.com> wrote in message news:4510872c\$1@linux...  
>> >> >>  
>> >> >> Depending on lookahead of course :-)  
>> >> >>  
>> >> >> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:  
>> >> >> >  
>> >> >> >Yeah, 2 samples of latency (at 44.1) for eds plugs  
>> >> >> >Rod  
>> >> >> >Chris Ludwig <chrisl@adkproaudio.com> wrote:  
>> >> >> >>Hi Jimmy,  
>> >> >> >>As far as I've ever seen the EDS plugins have little or no latency  
>> >> >> >>as  
>> >> >> >>they exist in the hardware just like on a Pro Tools HD system.  
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>> >> >> >>>  
>> >> >> >>> I'm very surprised, if true.  
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>> > the  
>> >> >> >>>> plug ins including external plug ins sample accurate. Paris  
>will  
>> > do  
>> >> >> this  
>> >> >> >>>> only with its EDS effects not with native. Actually most  
>programs  
>> >> > didn't  
>> >> >> >>>> only had this type of compensation on inserts only forever.  
>> >> > Steinberg  
>> >> >> >>>> were the first to figure out how to do it across the whole  
>path.  
>> >> >> >>>> I  
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>> >> >> >>>> Steinberg would stop with all the innovation stuff so I  
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>> >> >> >>>> have  
>> >> >> >to  
>> >> >> >>>> keep track of all the new features the competitors have in  
>their  
>> >> >> >>>> programs. :0  
>> >> >> >>>>  
>> >> >> >>>>  
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>> >> >> >>>> Chris  
>> >> >> >>>>  
>> >> >> >>>>  
>> >> >> >>>>  
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>> >> > native  
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so  
>|  
>> >> > don't  
>> >> >> >>>>> think it will work if it is a Intel based one.  
>> >> >> >>>>>  
>> >> >> >>>>>> 'pute and wants a bigger faster, but portable, machine.  
>> >> >> >>>>>  
>> >> >> >>>>>  
>> >> >> >>>>>  
>> >> >> >>>>> I'm  
>> >> >> >>>>>  
>> >> >> >>>>>> most interested in your thoughts regarding both an audio  
>card  
>> > and  
>> >> >> >what  
>> >> >> >>>>> sort  
>> >> >> >>>>>  
>> >> >> >>>>>> of external audio drive she could/should use.  
>> >> >> >>>>>> On a budget the Presonus Firebox is a great unit. If she  
want  
>> >> > quality  
>> >> >> >>>>>> Mic-Pres and AD/DA, etc then the RME Fireface 400.  
>> >> >> >>>>>> Also the Mackie Spike or Onyx 400f might be a good option  
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>> >> > they  
>> >> >> >>>>>> come with the Tracktion software already.  
>> >> >> >>>>>  
>> >> >> >>>>>> If she is only recording 2 tracks or so then there is no

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>> >> > projects  
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>DVDRW.  
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>> > allow  
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If  
>> > you  
>> >> >> raise  
>> >> >> >>>>> the buffer then 48 tracks should be no problem.  
>> >> >> >>>>>  
>> >> >> >>>>>  
>> >> >> >>>>> She generally won't be  
>> >> >> >>>>>  
>> >> >> >>>>>> recording more than two tracks at a time, four absolute  
max.  
>> >> >> >>>>>> I  
>> >> > don't  
>> >> >> >>>>> think  
>> >> >> >>>>>  
>> >> >> >>>>>> she'd be mixing more than eight tracks at any one time  
>either.  
>> > I  
>> >> >> >will  
>> >> >> >>>>>> certainly be surfing myself to see what's out there, but  
I'd  
>> > take  
>> >> >> >you  
>> >> >> >>>>> folk's  
>> >> >> >>>>>  
>> >> >> >>>>>> recommendations, even over say... Mr. Spock's --although  
he  
>> >> >> >>>>>> did  
>> >> > some  
>> >> >> >>>>> pretty  
>> >> >> >>>>>  
>> >> >> >>>>>> nifty stuff analyzing those whale sounds.  
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>> >> >> >>>>>>  
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