Subject: Is one of my cards dying? Posted by Phil Aiken on Mon, 10 Oct 2005 18:21:24 GMT

View Forum Message <> Reply to Message

```
ct for Paris!

> 19. Now if you insist of using a UAD1 plugin reverb, the to = compensate you
>do the following:
> You nudge ALL YOUR TRACKS (except for the reverb return on tracks = 15 and
>16-well even if you put it there too nothing will happen anyway- = )100ms
to
>the left and put voxengo sample delay (Try this instead of AnalogX = DX
>plugin because you have the 64 plugin limit and with VST plugins NO = LIMIT
>Then put inside late
```

Subject: Re: Is one of my cards dying? Posted by Deej [1] on Mon, 10 Oct 2005 18:48:08 GMT View Forum Message <> Reply to Message

functinality like dry and wet

volumes

- >> many slots midi automation preset handling etc.
- > > Note that here we need a VST chainer/wrapper because senderella is only
- > > VST.
- >> For UAD1 you can use the same wrapper chainer and wrap the vst versions
- > of
- > > VST.
- >> >HINT: If you buy chainer get the free Spinaudiolite and use its one
- > instance
- >> >to wrap only chainer.
- >> So UAD1 plugins inside chainer will retain knob functionality and lower
- > > the
- >> latency down to 4096 samples for a normal UAD1 plugin.
- >>>
- >>>12. If you wanna use all things without buying anything you can doing
- > this:
- >> Get Spinaudiolite FREE and wrap senderella.
- > > Get FFX4 DX chainer free
- > >

View Forum Message <> Reply to Message

gned to reverb return on = tracks.

>

If I could only wrap my head around all of this I'd be all set. The = first time you posted

about Senderella and Chainer I used it for a while then my C drive = became useless. I'm

still not sure why. I'm afraid to try it again now but that's just = me. I think if I can

understand it clearly I'll be able to implement it more easily. =20

You are helping me with this explanation and it's appreciated = greatly.

Thanks for your effort once again,

Tom

=20

"Mike R." <emarenot@yahoo.com> wrote in message = news:434a807e\$1@linux...

Dimitrios, thanks for the effort to put this together. I'm adding = this to

my "