
Subject: WIKI: LATENCY DATABASE OPEN FOR REFERENCE and CONTRIBUTIONS

Posted by [kerryg](#) on Thu, 24 Apr 2008 22:27:13 GMT

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<http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=Nativ eLatencyDatabase>

There's a decent start there, composed of efforts of Dimitrios' I've found, plus the official WAVES latency specs.

The term "database" is actually technically incorrect at the moment; it's currently just a text list. The name reflects my intention to build it into an actual user-contributable, searchable database - just as soon as I decide/figure out how to do that.

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Please contribute more as you find them!

- Kerry

Subject: Re: WIKI: LATENCY DATABASE OPEN FOR REFERENCE and CONTRIBUTIONS

Posted by [Deej](#) on Fri, 25 Apr 2008 01:46:34 GMT

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Kerry Galloway <kg@kerrygalloway.com> wrote:

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The nudge values are not consistent with what one would expect the samples to be per ms and they are also not consistent with themselves. Meaning that a 1ms nudge would be expected to be 44 samples but is actually 80. A 10ms nudge isn't 10 X 80 or 800 samples though, it's actually 480.

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I think I put this together back when UAD-1 latency was twice what it is now.

Well anyway....FWIW

;o)

Subject: Re: WIKI: LATENCY DATABASE OPEN FOR REFERENCE and CONTRIBUTIONS

Posted by [kerryg](#) on Fri, 25 Apr 2008 08:17:49 GMT

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You rock! That's perfect, posted it before my gig tonight.

<http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=Nativ eLatencyDatabase>

Hooly dooly, those are some big-ass latency numbers.

Over a second latency? What did the UAD have to do - contact UA's head office to get permission to pass each individual sample?

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On 4/24/08 6:46 PM, in article 481137fa\$1@linux, "Deej" <noway@jose.us> wrote:

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Posted by [no](#) on Fri, 25 Apr 2008 16:57:37 GMT

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Posted by [Aaron Allen](#) on Fri, 25 Apr 2008 23:49:35 GMT

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This is why I pulled my UAD card out and put it back in the static bag/box.

The latency was just an automation killer, even though I loved the sound of it. If we can truly see PDC for Paris, it's probably time to pull it back out for duty again.

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"Kim W." <no@no.no> wrote in message news:48120d81\$1@linux...

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Subject: Re: WIKI: LATENCY DATABASE OPEN FOR REFERENCE and CONTRIBUTIONS

Posted by [kerryg](#) on Sat, 26 Apr 2008 00:16:47 GMT

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Hmmm... That would be insanely cool.

Problem is - I don't think it's going to give *true* PDC, for this reason: VST plugs can only play a sample as the Now Line crawls over it; they have no idea what the next sample's going to be.

So if I understand it correctly FaderWorks is more like a sophisticated series of automatically calculated delays - everything's still going to audibly shift to the right in relation to waveforms and previously-laid-in automation every time you put a plugin on it.

You'll watch the waveform go by and then hear the kick it crawled over a second later - it's just going to automate the process of calculating that and keeping sample-accurate relationship to the other tracks. This in itself is a Very Good Thing - but all it's going to do is move everything later in time against the automation grid *together* in an *automated* and *organized* way.

I would be *so* delighted to hear I'm wrong on this. But my mind would be boggled to hear that Vertex figured out a way to give the VST slots a peek at audio far enough in advance of its arrival so that they could pass on, say, a one-second-delayed compressed kick at the time the Now Line hit it.

- k

On 4/25/08 4:49 PM, in article 481270c8@linux, "Aaron Allen" <know-spam@not_here.dude> wrote:

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Subject: Re: WIKI: LATENCY DATABASE OPEN FOR REFERENCE and CONTRIBUTIONS

Posted by [Aaron Allen](#) on Sat, 26 Apr 2008 03:42:02 GMT

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Yeah, I shoulda been clearer on this. I think your take is right, that it's not *real* PDC.. however, if I stuff the UAD in another machine and ADAT pipe it, this psuedo delay comp would be pretty good at keeping it all automated and pretty close to the now line, as long as I input the right info.

My whole thing was having to be a mathematician just to keep up with the damn thing, totally blowing out my listening vibe and turning into the black hole of fun - which ain't productive. Now, it just might be :)

AA

"Kerry Galloway" <kg@kerrygalloway.com> wrote in message news:C437C27F.AC98%kg@kerrygalloway.com...

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Subject: Re: LATENCY DATABASE OPEN FOR REFERENCE and CONTRIBUTIONS

Posted by [Miguel Vigil \[1\]](#) on Mon, 05 May 2008 13:42:40 GMT

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Nice layout Kerry and very considerate of you.

muchisimas gracias,

El Miguel

"Kerry Galloway" <kg@kerrygalloway.com> wrote in message
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Subject: Re: LATENCY DATABASE OPEN FOR REFERENCE and
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Posted by [kerryg](#) on Mon, 05 May 2008 20:27:13 GMT

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A pleasure, sir - thanks for your kind words!

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- Kerry

On 5/5/08 6:42 AM, in article 481f1170@linux, "Miguel Vigil"
<nospam@nospam.com> wrote:

> Nice layout Kerry and very considerate of you.
>
> muchisimas gracias,
>
> El Miguel
>
>
>
>
> "Kerry Galloway" <kg@kerrygalloway.com> wrote in message
> news:C4365751.AC45%kg@kerrygalloway.com...
>> <http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=NativeLatencyDatabase>
>>
>> There's a decent start there, composed of efforts of Dimitrios' I've
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>>
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>> Please contribute more as you find them!
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Subject: Re: LATENCY DATABASE OPEN FOR REFERENCE and

CONTRIBUTIONS

Posted by [damien.gelee](#) on Tue, 20 May 2008 18:47:03 GMT

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Dont know if it can help, but this free stuff analyse every VST plug on your PC. Latency is also displayed. Sometime it crashes, but it's usable anyway, and information are correct for those i could verify.

Vincent Burel is not a known as a beginner by any means.

http://pagesperso-orange.fr/vb-audio/us/resources/vst_scanner_r/vst_scanner.htm

Damien.

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Subject: Re: LATENCY DATABASE OPEN FOR REFERENCE and CONTRIBUTIONS

Posted by [kerryg](#) on Tue, 20 May 2008 22:11:11 GMT

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Heya Damien - thanks for the tip. I'm not on PC myself yet, but once I am this will be a useful resource. Thanks!

- Kerry

On 5/20/08 11:47 AM, in article 48331f15@linux, "Damien Gelee" <damien.gelee@club-internet.fr> wrote:

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