
Subject: Aux channels compression

Posted by [John \[1\]](#) on Mon, 12 Jun 2006 10:54:34 GMT

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I have 10 drum channels I'm trying to compress to a stereo mix on Aux1 and then mix the raw channels back on top (new york compression technique). In AUX1 I only have EDS effects and the compressor seems to distort badly with kick drums. There is no way to do Natives on Aux, right? Any other ideas how to accomplish this? Thanks,
John

Subject: Re: Aux channels compression

Posted by [Dimitrios](#) on Mon, 12 Jun 2006 12:11:43 GMT

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Hi,
I am sad that my posts don't get read much, I guess...

Here is a nice method.

To have New York style compressing where you mix processed with unprocessed you need 0 latency.

Auxes give a 2 samples latency , EDS effects give a 2 samples latency.
So mixing dry and processed doesn't work ...

Get yourself Chainer plugin..

This is a vst effects chainer that has some great things...

It has 0 latency and has 10 pages of effecting which are all 0 latency dependant on effect latency only...

Now most compressors out there free or commercial are 0 latent.

I have once posted free compressors all 0 latent

If you do a google search for free vst plugins it will get you there...

Now Chainer has dry and wet controls.

Using a 0 latent compressor from within chainer on every drumtrack you will be able to handle both dry and compressed sound.

All tracks will remain 0 latent.

Hope this helps now...

Regards,

Dimitrios

"John" <no@no.com> wrote:

>

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>then mix the raw channels back on top (new york compression technique).

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>ideas how to accomplish this? Thanks,
>John

Subject: Re: Aux channels compression
Posted by [John \[1\]](#) on Mon, 12 Jun 2006 12:25:00 GMT
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Dimitrios my friend, I read your posts intensely. I was thinking of just that technique (from your previous posts) but I didn't want to put compressors on 10 channels. My goal is to have a highly compressed stereo mix (aux or whatever) and then bring up the 10 raw channels to just be a bit louder. 10 compressor will eat up a lot of cpu. Thanks for all the ideas! And with 44,100 samples a second do 2 samples really matter?

John

"Dimitrios" <musurgio@otenet.gr> wrote:

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Subject: Re: Aux channels compression
Posted by [John \[1\]](#) on Mon, 12 Jun 2006 12:29:24 GMT
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by the way, there sure a lot of crappy vst compressors out there.

Subject: Re: Aux channels compression
Posted by [zmora](#) on Mon, 12 Jun 2006 12:44:32 GMT
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John

Maybe you should use anly aux for all, I mean mixed aux-dry drum & aux-compressed drum with muted chanells?

"John" <no@no.com> wrote:
>
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Subject: Re: Aux channels compression
Posted by [Dimitrios](#) on Mon, 12 Jun 2006 12:56:15 GMT
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HI,
No offense here really...
I am sure using the compressor with minimal relase as I posted some days back (oops here I did it again) you can achieve non distorted nice eds compressing results.
If you wanna mix dry also copy your drumtracks on another submix and use sample latency plugin to time align the unprocessed (submix2) with processed

(submix1). delay the the unprocessed (13-14+2 samples, you can check that)
On processed use aux as prefader and shut down the faders.
All your drums will be 15-16 samples latent to the rest of your stuff but
thats nothing...
Regards,
Dimitrios

"John" <no@no.com> wrote:

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>John

Subject: Re: Aux channels compression
Posted by [Rod Lincoln](#) on Mon, 12 Jun 2006 12:57:05 GMT
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D..I save and catagorize most of your excellent posts bro.

Rod

"Dimitrios" <musurgio@otenet.gr> wrote:

>

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>

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>

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Subject: Re: Aux channels compression
Posted by [zmora](#) on Mon, 12 Jun 2006 12:58:33 GMT
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On aux 1 use yours compressor setting, on aux2 set compressor ratio 1:1,
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Subject: Re: Aux channels compression
Posted by [Dimitrios](#) on Mon, 12 Jun 2006 13:00:26 GMT
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Well,

Back with my first suggestion, why not use one compressor for each drumtrack so that the compressor will be tailored according to the specific drumtrack ?

Using 10 compresosrs vst's is nothing from a modern cpu (and older too)

If you wanna try free ones try Kahjerus (did I spell it right

?) limiter it is a great compressor.

Regards,

Dimitrios

"John" <no@no.com> wrote:

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Subject: Re: Aux channels compression

Posted by [Neil](#) on Mon, 12 Jun 2006 13:04:40 GMT

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"John" <no@no.com> wrote:

>

>by the way, there sure a lot of crappy vst compressors out there.

Yes there are, but there's some quite good ones as well -

If you're talking about some of the free or cheaper ones,

I think this is true of a LOT of freeware/shareware/donationware

plugins. You do have to dig through the trash to get to the

treasure, but on the other hand, try to find a freeware TDM

plugin... anyone? Anyone? Bueller? Bueller?

What instruments are you looking to compress, and which VST

comps have you tried? I've found I certainly prefer certain

ones for certain tasks maybe I can give you a list of the ones

I've found most useful.

Neil

Subject: Re: Aux channels compression

Posted by [Dimitrios](#) on Mon, 12 Jun 2006 13:06:04 GMT

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Hey Zmora !
Why didn't I think of it ???
Congrats...
Maybe its dead eady thats why...
DJ will understand me :)

Now here is my "difficult" scenario for "difficult" users...

Put edstransfer 8,8 or 8,16 in your Paris config

Then use Senderella on every drumtrack.
On slot1 put senderella ch1 and on slot2 senderella ch2
NOw on last tracks 15 &16 put two empty audioufiles and use senderella return
ch1 on 15 and senderella ch2 on 16
So ch1 is your left bus send and ch2 your right.
Still with me ?
Now put a DX/VST compressor (0 latent) as stereo on 15 & 16 and use heavy
compression.
Nice...
Regards,
Dimitrios

"zmora" <docent191@wp.pl> wrote:

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>John, use two auxes both with st.compressors.
>On aux 1 use yours compressor setting, on aux2 set compressor ratio 1:1,
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Subject: Re: Aux channels compression
Posted by [Dimitrios](#) on Mon, 12 Jun 2006 13:09:45 GMT
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Neil,
Please share...
Regards,
Dimitrios

"Neil" <IOUIOU@OIU.com> wrote:

>

>"John" <no@no.com> wrote:

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Subject: Re: Aux channels compression
Posted by [Deej \[1\]](#) on Mon, 12 Jun 2006 13:10:03 GMT
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On a drum submix, I strap a Sony V77 across an aux which is patched in digitally, then use it's compressor to process various drums (mostly kick, and snare) and blend them back into the mix. I notice no flammimg at all.

Deej

"John" <no@no.com> wrote in message news:448d47ea\$1@linux...

>

> I have 10 drum channels I'm trying to compress to a stereo mix on Aux1 and

> then mix the raw channels back on top (new york compression technique).

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> with kick drums. There is no way to do Natives on Aux, right? Any other

> ideas how to accomplish this? Thanks,

> John

Subject: Re: Aux channels compression
Posted by [John \[1\]](#) on Mon, 12 Jun 2006 13:43:02 GMT
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I'm having great success with the BlueTubes, C1, RenComp, and Sonalksis but so far the Aux problem eludes me.

"Neil" <IOUIOU@OIU.com> wrote:

>

>"John" <no@no.com> wrote:

>>

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>Yes there are, but there's some quite good ones as well -

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>Neil

Subject: Re: Aux channels compression
Posted by [Aaron Allen](#) on Mon, 12 Jun 2006 14:43:11 GMT
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You can use VST/DX for EQ and Gain to further this technique.

AA

"zmora" <docent191@wp.pl> wrote in message news:448d64f9\$1@linux...

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I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>

Subject: Re: Aux channels compression
Posted by [Don Nafe](#) on Mon, 12 Jun 2006 15:16:26 GMT
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Neat trick...I'll give that one a try

Don

"zmora" <docent191@wp.pl> wrote in message news:448d64f9\$1@linux...
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> John, use two auxes both with st.compressors.
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Subject: Re: Aux channels compression
Posted by [John \[1\]](#) on Mon, 12 Jun 2006 21:21:05 GMT
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now i'm totally lost

Aaron Allen wrote:

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Subject: Re: Aux channels compression
Posted by [John \[1\]](#) on Mon, 12 Jun 2006 21:25:42 GMT
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It's Kjaerhus hehe

Dimitrios wrote:

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Subject: Re: Aux channels compression
Posted by [Aaron Allen](#) on Mon, 12 Jun 2006 23:55:18 GMT
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well, basically put the first thing in the chain is the WAV read, then VST/DX, then EDS effects, etc... sooooo, given that you are muting off the channel from the mix buses shooting it rather to an AUX for compression as a PRE send, you'll need to have EQ and more incremental gain that that method offers. Thus, using native plugs to obtain it. Optimally, you would use the Paris VST EQ's for this purpose to keep things uniform, but feel free to branch out to whatever you dig.

Does that help?
AA

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Subject: Re: Aux channels compression
Posted by [Neil](#) on Tue, 13 Jun 2006 00:39:04 GMT
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"Dimitrios" <musurgio@otenet.gr> wrote:
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>Neil,
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No problem... my current favorite freebie/cheapie VST comps
(and I say "Current" because one never knows what one will
stumble across, does one?) are as follows:

Cheapies first:

Voxengo Transmodder... Damn this thing RAWKS on drums! Someone
here on this NG turned me onto this one (I can't find the
thread as to who it was, but please step forward & take
credit!). It's only like 59 bucks, and it kills on drums.

Voxengo Voxformer... Another \$59 or thereabouts killer
compressor that also does much more... I have no use for
anything else on lead vocals anymore - truly. go check it out &
download the demo, but if you do so, be prepared to shell out,
because you'll love it. This has also replaced my former
favorite de-esser plugin (Spitfish) for that purpose.

Now for the Freebies:

BuzzMaxi2... this is a GREAT transparant peak limiter, for either 2-buss peak limiting, but it also works great on kick. From Buzzroom.

Also from Buzzroom are Grancomp & Grancomp3 - in the same freebie bundle they also have a "Genecomp" & "Genecomp 3", but I find I don't use those very much). The grancomps are great for guitar & bass, IMO. I find the single band is great for guitar & the multi-band works really well for bass (the "3" is the multiband version of each).

Finally, the Kjaerhus Classic Compressor... IMO, this is good for cymbals/OH's, and sometimes bass... it also can work pretty well on background vocals if you don't want to suck up several tracks worth of Voxformer-level CPU resources.

Just Google the names I gave you - you should be able to find them - if you can't let me know. Hope this is helpful.

Neil

Subject: Re: Aux channels compression
Posted by [Neil](#) on Tue, 13 Jun 2006 00:39:06 GMT
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Subject: Re: Aux channels compression
Posted by [Cujjo](#) on Tue, 13 Jun 2006 02:44:50 GMT
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These are zero latency?

Hey D, I tried your native submix idea, using VST on auxes ther, they showed up, but no sound, what am I doing wrong?

"Neil" <OIUOIU@OIU.com> wrote:

>

>"Dimitrios" <musurgio@otenet.gr> wrote:

>>

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>>Please share...

>>Regards,

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>Neil
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>
>

Subject: Re: Aux channels compression
Posted by [Neil](#) on Tue, 13 Jun 2006 03:58:11 GMT
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"Cujo" <chris@applemanstudio.com> wrote:

>

>These are zero latency?

I have no idea, since I'm using a latency-compensatory host app.

Neil

>Hey D, I tried your native submix idea, using VST on auxes ther, they showed
>up, but no sound, what am I doing wrong?

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>>Neil
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Subject: Re: Aux channels compression
Posted by [John \[1\]](#) on Tue, 13 Jun 2006 11:07:59 GMT
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Subject: Re: Aux channels compression
Posted by [zmora](#) on Tue, 13 Jun 2006 12:38:39 GMT
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John

Simple , use my method, plus put Paris EQ vst on all insert "drums chanells"(native plugins insert).With Paris EQ vst you'll controlled volume & freq of drums elements.If you still don't understand, I'll send to your mail-box pictures.

John <no@no.com> wrote:

>now i'm totally lost

>

>Aaron Allen wrote:

>> You can use VST/DX for EQ and Gain to further this technique.

>> AA

>>

>> "zmora" <docent191@wp.pl> wrote in message news:448d64f9\$1@linux...

>>

>>>John, use two auxes both with st.compressors.

>>>On aux 1 use yours compressor setting, on aux2 set compressor ratio 1:1,

>>>it's mesn sound no compressed.Mute chanells with drums in mixer and keep

>>>aux in "pre fader modes" in aux setting on chanell.Now you'll mixed all

in

>>>aux master section,aux1 >aux2 by

>>>"return trim".Keep attention, use the same lookahead setting for both

>>>compressors!!!

>>>

>>>

>>>"zmora" <docent191@wp.pl> wrote:

>>>

>>>>John

>>>>

>>>>Maybe you should use anly aux for all, I mean mixed aux-dry drum &

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>>>>drum with muted chanells?

>>>>

>>>>"John" <no@no.com> wrote:

>>>>

>>>>>by the way, there sure a lot of crappy vst compressors out there.

>>>>>

>>

>>

>> I choose Polesoft Lockspam to fight spam, and you?

>> <http://www.polesoft.com/refer.html>

>>

>>

Subject: Re: Aux channels compression
Posted by [zmora](#) on Tue, 13 Jun 2006 13:10:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Or, simple use freq and eq volume from channels.It works before comp.

"zmora" <docent191@wp.pl> wrote:

>
>John
>
>Simple , use my method, plus put Paris EQ vst on all insert "drums chanells"(native
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Subject: Re: Aux channels compression
Posted by [Deej \[1\]](#) on Wed, 14 Jun 2006 01:31:07 GMT
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I think I described it incorrectly. I'm in the middle of a mastering right now. I'll figure this out again and post it up once I do.

DJ

"Cujo" <chris@applemanstudio.com> wrote in message [news:448e26a2\\$1@linux...](#)
>

> These are zero latency?
>

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Subject: Re: Aux channels compression
Posted by [Deej \[1\]](#) on Wed, 14 Jun 2006 02:30:45 GMT
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Scott,

I am assuming that you are either playing back a track from Cubase SX into Paris or are looping a track that is being played back in Paris through Cubase. Make sure you have ASIO direct monitoring turned off in both the control panel for your audio hardware and in Cubase. If you are looping the track through cubase, you will need to have the monitoring with effects

enabled and unless you are looping "all" your Paris tracks through Cubase, you will need to have your latency set to 1.5ms in order for Cubase PDC to work properly. Any higher buffers and it sorta falls apart using this method. that's why on projects wwith high track counts where I'll be using lots of plugins this way, I usually use Sx as the host to stream tracks from SX to Parisbut anyway.....

.....sohere's how.....

1. Route your digital I/O in the Paris patchbay to work on a certain Paris aux bus. Set this Paris aux to "external"
2. Connect the Paris digital output to the native soundcard digital input.
3. Connect the native soundcard digital output to the Paris digital input.
4. In Cubase, go to the VST connections window and create a stereo input and output bus using the native soundcard digital I/O that is sending/returning from the Paris digital I/O
5. Next, go to the Group/X tab and "Add FX".
6. Choose the effect you want sent/returned to/from the Paris aux
7. In your Cubase project window, create a stereo audio track and name it Paris Aux. Choose the stereo inputs and outputs that you created in step 4 above and raise the channel fader to unity.
8. In the project window, go to the effect channel that is showing the effect you created and set it's output to the stereo output bus that you created in step 4 above (the same stereo output that you Paris Aux channel (step 7 above) is using.
9. In the effect channel, insert the effect you have chosen for this channel and raise the channel fader to unity.
10. On the audio channel you want to effect, instantiate the effect that you want to use (the same effect that you created in #6 above and inserted in #9 above) as a "send" effect and drag the wet/dry to 100% wet.
11. Set the Paris aux to stereo and start playback.

Now you can pan this effect L/R and control the send and return levels with the Paris aux. I know this looks like a hassle, but once it's set up as a template, it's easy to use. I've got the 8 ADAT I/O and the spdif I/O of my Multiface set up as 5 aux busses interfacing with an ADAT card in my MEC #4. I just use this submix as an aux send/return to Cubase. Works like a charm. I've got live access to 5 x VST aux effects in 5 x Paris auxes this way.

Deej

"Cujo" <chris@applemanstudio.com> wrote in message news:448e26a2\$1@linux...

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Subject: Re: Aux channels compression
Posted by [Cujjo](#) on Wed, 14 Jun 2006 13:22:36 GMT
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This would be great for say UAD plate 140!

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Subject: Re: Aux channels compression
Posted by [Deej \[1\]](#) on Wed, 14 Jun 2006 16:26:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

ahhhh.....sorry.....I thought you were inquiring about using VST FX on
Paris auxes using Cubase Sx as the audio host. I explained it below if
you're interested.

Deej

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