
Subject: Nuendo latency compensation??? Sort of!
Posted by [mikep\[1\]](#) on Mon, 30 Jul 2007 20:32:28 GMT
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Anyone else have this issue?

Subject: Re: Nuendo latency compensation??? Sort of!
Posted by [DJ](#) on Mon, 30 Jul 2007 20:45:08 GMT
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Save the project, close Nuendo and relaunch the application. Sometimes PDC just gets a mind of it's own and needs to have it's ass kicked.

;o)

"mikep" <mikep@hometownrecords.com> wrote in message
news:46ae4adc\$1@linux...

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Subject: Re: Nuendo latency compensation??? Sort of!
Posted by [mikep\[1\]](#) on Mon, 30 Jul 2007 23:58:02 GMT
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Thanks, I'll try that.

"DJ" <animix _ at _ animas _ dot _ net> wrote:

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> just gets a mind of it's own and needs to have it's ass kicked.

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Subject: Re: Nuendo latency compensation??? Sort of!
Posted by [Dedric Terry](#) on Tue, 31 Jul 2007 02:38:17 GMT
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It may depend on the plugins you are using - some may be off in their delay report to the PDC engine. Never had an issue with PDC here other than a few times when inserting a UAD-1 plugin during playback (PDC can't calculate the delay during playback, but once stopped and restarted, all is well).

Dedric

On 7/30/07 5:58 PM, in article 46ae7b0a\$1@linux, "Mikep"
<mikep@hometownrecords.com> wrote:

>
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Subject: Re: Nuendo latency compensation??? Sort of!
Posted by [David L](#) on Wed, 01 Aug 2007 13:37:35 GMT
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Is it possible that you have the latency turned off? There is a button that will do that.

David L

Subject: Re: Nuendo latency compensation??? Sort of!
Posted by [David L](#) on Wed, 01 Aug 2007 13:38:40 GMT
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Oops - I meant latency compensation, not latency...

David L

Subject: Re: Nuendo latency compensation??? Sort of!
Posted by [MikeP](#) on Wed, 01 Aug 2007 21:18:51 GMT
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No, it is definately on. It is correcting, just not enough.

"David L" <david@revealaudio.com> wrote:
>Oops - I meant latency compensation, not latency...
>

>David L

Subject: Re: Nuendo latency compensation??? Sort of!
Posted by [Chris Ludwig](#) on Wed, 01 Aug 2007 22:15:57 GMT
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Hi Mike,
You make no mention of what audio interface or OS, plug ins or version of Nuendo you are using.
Any or all of these can effect how good or bad PDc will function.

Chris

mikep wrote:

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Chris Ludwig
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chrisl@adkproaudio.com <<mailto:chrisl@adkproaudio.com>>
www.adkproaudio.com <<http://www.adkproaudio.com>>
(859) 635-5762

Subject: Re: Nuendo latency compensation??? Sort of!
Posted by [Neil](#) on Thu, 02 Aug 2007 01:48:48 GMT
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I'd also be curious to know exactly which plugins or kinds of plugins he's talking about. Is he talking about a compressor or other type of dynamics plugin - in which case there shouldn't be any perceptible difference - or is he talking about a time-based plugin like a chorus, which by design will delay the signal a little bit on the processed portion, and if he had that effect set on "mostly wet", then yeah it's going to sound like it's running behind the beat a little bit - perhaps by as much as double-digit milliseconds.

Neil

Chris Ludwig oaudio.com> wrote:

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>Chris Ludwig

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Subject: Re: Nuendo latency compensation??? Sort of!
Posted by [Chris Ludwig](#) on Thu, 02 Aug 2007 03:38:58 GMT
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Hi Niel,
If they are older VST or X plug-ins then they do not report latency so the program has to pretty much wing it.
If there are plug-ins that have some form of FT or look ahead processing which many mastering Es and compressors have or convolution based plug ins will some times have very high buffers that add to the plug ins latency. If a plug in or host pap is working right then adding a time based effects will behave no different than a hard ware time based effect would in an analog mixer. If he is monitoring an audio signal or playing a VST instrument in real time then any plug ins added to that signal that add that extra buffer will add up to a much higher latency on the output signal. The plug in with the highest buffer will be the output latency of the whole signal chain. So say if you had a 100 tracks with comps and es and revers, etc that do not have any large buffer added the in to out of PD will only be 1-2 ms difference normally. If there is a large buffer plug in anywhere in the project even if it is bypassed the buffer can add sometime up to 6ms to the output latency. This is of course only an issue if you trying to monitor the effect on a live signal of playing a VSTi. There should be if everything is working right no latencies happening in the internal signal chain of the host pap.

Some of the better sound cards will actually report the AD/DA latency as part of the driver latency. This will some time mis-lead people into think that the device they use that does not report this is able to play at a lower latency that it really is.

Chris

Neil wrote:

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Subject: Re: Nuendo latency compensation??? Sort of!
Posted by [mikep\[1\]](#) on Fri, 03 Aug 2007 18:58:02 GMT
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I was using tracks that were recorded in Paris, I don't have an interface for Nuendo yet. I am using my stereo motu 2496 sound card for playback. I am running Nuendo 3.2 in win xp on a pretty fast machine. I believe I was using the Izotope mastering plugin on the guitars.

On another note, I ran the stems dry and bounced them down both in Paris and Nuendo just to see what the sound difference was. It was huge, Nuendo had much less definition in the center channel, which made it sound wider, but not necessarily in a good way. The Paris mix was punchier and sounded more dense. I played it for two of my students and they both liked the Paris mix much better was well.

Chris Ludwig <chrisl@adkproaudio.com> wrote:

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Subject: Re: Nuendo latency compensation??? Sort of!

Posted by [Neil](#) on Fri, 03 Aug 2007 19:48:44 GMT

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"mikep" <mikep@hometownrecords.com> wrote:

>On another note, I ran the stems dry and bounced them down both in Paris
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>more dense. I played it for two of my students and they both liked the Paris
>mix much better was well.

I think the pan law in Paris is -3, but in Nuendo it defaults
to -6 - so unless you changed that setting in Nuedno, there's a
big difference right there.

Neil

Subject: Re: Nuendo latency compensation??? Sort of!

Posted by [mikep\[1\]](#) on Fri, 03 Aug 2007 20:21:20 GMT

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Thanks Neil,
I didn't change it, good to know.

Mike

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

>

>"mikep" <mikep@hometownrecords.com> wrote:

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>Neil

Subject: Re: Nuendo latency compensation??? Sort of!

Posted by [Chris Ludwig](#) on Sat, 04 Aug 2007 04:42:15 GMT

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Hi Mike, Yes as Neils says it could be a pan law thing. Also be real careful with Izotope Ozone.. Besides being one of those plug-ins with a huge buffer I've had do weird stuff to mixes also. It is very easy to accidentally leave on some of the imaging portions of the plug in.

Chris

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Subject: Re: Nuendo latency compensation??? Sort of!
Posted by [Nil](#) on Sat, 04 Aug 2007 17:09:37 GMT
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Chris Ludwig <chrisl@adkproaudio.com> wrote:

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>careful with Izotope Ozone.. Besides being one of those plug-ins with a

>huge buffer I've had do weird stuff to mixes also. It is very easy to
>accidentally leave on some of the imaging portions of the plug in.

OH YEAH, Good point... I didn't even think of that! Yes, Mike, if you picked one of the Ozone presets as a stating point, there's a good chance you have the Multiband Stereo Imaging section engaged. you have to really be careful of that, especially on the low end - it can drop the center out of your soundstage pretty easily (or boost the center & drop the sides out, if you go into the negative ranges on the imaging settings). If you have that feature "on", then check to see that you're not getting too crazy with the stereo spread on any band - and I would recommend if you're using it in multi-band mode, don't spread out anything below the 250hz/300hz range at ALL, and then add your spread percentages gradually above that - like perhaps +2 on the next band up, +4 or +5 on the next... know what I mean? If you're using it in single-band mode, I'd say don't go above +3 under any circumstances - your bottom end will get flabby. (Then we'll have to send you to the gym. lol)

All in all, though, it's probably a useless comparison to

listen to a Paris mix & a Nuendo or SX mix & try to make one sound like the other... they're different beasts... it'd be like having the ability to toggle between a mix on a Neve console & the same mix on an SSL console & saying "Wow, these two don't sound alike." - well, no kidding. Point is, they're both good, just "different".

Neil
