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Subject: soooo....remember the Forte experiment?  
Posted by [animix](#) on Thu, 26 Oct 2006 15:22:29 GMT  
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Basically this involved strapping this across every track in a mix, applying a UAD-1 Delaycomp on the first slot in the application and then adding UAD-1 and other plugins to the subsequent slots. The thing that killed this idea was that in order for it to work, it had to be used on \*every\* track so that there was a uniform amount of delay compensaion. then it was just a matter of sliding "all" of the tracks to the left in the Paris editor to the left by a certain amount to cover the buffer latency of the host machine.

Well....there are a few of these host applications.....soooooo.....  
Chainer will allow access to up to 10 x ASIO I/O.  
FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O  
Forte, for my purposes, would allow access to 10 x ASIO I/O  
Steinberg VStack will allow access to 16 ASIO I/O..  
RT player will allow access to a few more ASIO I/O....

So it appears that using all of these on the same machine, I could, "in theory" access \*at least\* 40 ASIO\* I/O and that's all I would need for a real time mix scenario.

Now assuming I was running all five of these on the same system sending/returning signal in and out of 40 RME ADAT I/O whilst processing these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1 delay comp instantiated in the first slot of each host set ot compensate for 4 x plugins and that all of these VST hosts had a predictable latency  
.....well.....you know where I'm going with this, don't you?

;o)

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Subject: Re: soooo....remember the Forte experiment?  
Posted by [Don Nafe](#) on Thu, 26 Oct 2006 15:47:27 GMT  
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ya...you're returning all your new purchases and ordering a straight jacket

:-)

"DJ" <notachance@net.net> wrote in message news:4540d282@linux...  
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> a UAD-1 Delaycomp on the first slot in the application and then adding  
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Subject: Re: soooo....remember the Forte experiment?

Posted by [excelav](#) on Thu, 26 Oct 2006 16:48:23 GMT

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"Don Nafe" <[dnafe@magma.ca](mailto:dnafe@magma.ca)> wrote:

>ya...you're returning all your new purchases and ordering a straight jacket  
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I almost cried when I read that, LOL!

James

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Subject: Re: soooo....remember the Forte experiment?

Posted by [animix](#) on Thu, 26 Oct 2006 16:53:37 GMT

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Well...VStack doesn't pass audio...just outputs it so it's out anyway. The developer of the DSound has sent me a few e-mails asking what on earth I am trying to do.....so I told him and now he is sitting over in Europe somewhere laughing at the crazy American.

"James McCloskey" <excelsm@hotmail.com> wrote in message news:4540e6d7\$1@linux...

>

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Subject: Re: soooo....remember the Forte experiment?

Posted by [excelav](#) on Thu, 26 Oct 2006 16:59:46 GMT

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>somewhere laughing at the crazy American.

But did you tell him that the DAW is called Paris, so it should work.

James

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Subject: Re: soooo....remember the Forte experiment?  
Posted by [animix](#) on Thu, 26 Oct 2006 17:11:34 GMT  
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I'm sure I'll hear back from him soooooonnnnn.....

"james McCloskey" <[excelsm@hotmail.com](mailto:excelsm@hotmail.com)> wrote in message  
news:4540e982\$1@linux...

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> "DJ" <[notachance@net.net](mailto:notachance@net.net)> wrote:  
> >Well....VStack doesn't pass audio...just outputs it so it's out anyway.  
> The  
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Subject: Re: soooo....remember the Forte experiment?  
Posted by [AlexPlasko](#) on Thu, 26 Oct 2006 17:59:25 GMT  
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"DJ" <notachance@net.net> wrote in message news:4540ec1a@linux...  
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Subject: Re: soooo....remember the Forte experiment?

Posted by [animix](#) on Thu, 26 Oct 2006 18:06:35 GMT

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;o)

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Subject: Re: soooo....remember the Forte experiment?

Posted by [animix](#) on Thu, 26 Oct 2006 18:19:44 GMT

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Maybe I need to get up off my ass and learn to do this. My needs are too outside the box to expect to find them commercially. Here's the tool kit.

<http://dssi.sourceforge.net/why-use.html>

Hell....I've got the guy who wrote the code for MRI machines here to help me. His wife is one of my studio clients. His brother-in-law is my partner. This can definitely be done and I'd love to learn how to write my own stuff.

Once I get the studio back up and running I'm going to try to find the time to write a VST FX rack that can access unlimited I/O and plugin slots.....I'm going to talk to Dan about this ASAP.

Deej

"DJ" <[notachance@net.net](mailto:notachance@net.net)> wrote in message [news:4540f901@linux...](mailto:news:4540f901@linux...)

> ;o)

>

> "alex plasko" <[alex.plasko@snet.net](mailto:alex.plasko@snet.net)> wrote in message

> [news:4540f566\\$1@linux...](mailto:news:4540f566$1@linux...)

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> > >> >> I almost cried when I read that, LOL!  
> > >> >>  
> > >> >> James  
> > >> >>  
> > >> >> >  
> > >> >> >"DJ" <notachance@net.net> wrote in message news:4540d282@linux...  
> > >> >> >> Basically this involved strapping this across every track in a  
> mix,  
> > >> >> >> applying  
> > >> >> >> a UAD-1 Delaycomp on the first slot in the application and then  
> > > adding  
> > >> >>  
> > >> >> >> UAD-1  
> > >> >> >> and other plugins to the subsequent slots. The thing that  
killed  
> > > this  
> > >> >> idea  
> > >> >> >> was that in order for it to work, it had to be used on \*every\*  
> > >> >> >> track  
> > >> so  
> > >> >>  
> > >> >> >> that  
> > >> >> >> there was a uniform amount of delay compensaion. then it was  
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> a  
> > >> >matter  
> > >> >> >> of sliding "all" of the tracks to the left in the Paris editor  
to  
> > > the  
> > >> >> left  
> > >> >> >> by a certain amount to cover the buffer latency of the host  
> > >> >> >> machine.





> >  
>  
>

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Subject: Re: soooo....remember the Forte experiment?

Posted by [TCB](#) on Thu, 26 Oct 2006 21:38:37 GMT

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Two weeks ago we almost had you recording into SX, and now this? Talk about a relapse . . .

TCB

"DJ" <notachance@net.net> wrote:

>Basically this involved strapping this across every track in a mix, applying  
>a UAD-1 Delaycomp on the first slot in the application and then adding UAD-1  
>and other plugins to the subsequent slots. The thing that killed this idea  
>was that in order for it to work, it had to be used on *\*every\** track so  
that

>there was a uniform amount of delay compensaion. then it was just a matter  
>of sliding "all" of the tracks to the left in the Paris editor to the left  
>by a certain amount to cover the buffer latency of the host machine.

>

>Well....there are a few of these host applications.....soooooo.....

>Chainer will allow access to up to 10 x ASIO I/O.

>FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O

>Forte, for my purposes, would allow access to 10 x ASIO I/O

>Steinberg VStack will allow access to 16 ASIO I/O..

>RT player will allow access to a few more ASIO I/O....

>

>

>So it appears that using all of these on the same machine, I could, "in  
>theory" access *\*at least\** 40 ASIO\* I/O and that's all I would need for a  
>real time mix scenario.

>

>Now assuming I was running all five of these on the same system

>sending/returning signal in and out of 40 RME ADAT I/O whilst processing

>these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1 delay

>comp instantiated in the first slot of each host set ot compensate for 4

x

>plugins and that all of these VST hosts had a predictable latency

>.....well.....you know where I'm going with this, don't you?

>

>;o)

>

>

>

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