Subject: OT: Not Since Paris, There Has been no Pro (Mid) DSPDAW
Posted by LaMont on Sun, 15 Jan 2006 08:31:32 GMT
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nd you start getting this wierd
>warbling/pulsing tone through your reference monitors.....then by all means,
>use a 7 meter WC cable. You could probably reamp this racket and time
>stretch it to use as a techno loop.
>
>;oP
>
>One possible solution to this would be Systemlink, I think. Use the acards
in a separate DAW to minimize the hit to the PCI bus of the workstation
performing playback.....at least in theory.

I'm pretty much SOL once my UAD resources exceed 40%, no matter what PCI
latency I use.....and I've got another DAW just sitting here.....and AMD
XP 3000 CPU with 2G PC2700 DDR nd a system drive. All I need is a case, PSU,
a sound card and VStack. I have configured this machine in the past with 3 x
UAD-1 cards in the PCI slots without issue. Since there ar 6 PCI slots and
one of them was holding my Magma host cards, I doubt if I would nave much
problem running 4 x UAD cards. I just wonder if the PCI latency would be an
issue on this machine under heavy plugin loads also, even though it wouldn't
be hosting a playback application(unlessVstack could be considered a
playback app)

"gene lennon" <glennon@NOSPmyrealbox.com> wrote in message
news:43e37f0c$1@linux...
>
> Many people with multiple UAD-1 cards in Magma systems have reported
similar
> issues. Magma is planning to release a PCI Express converter card that
will
> allow your system to run from a PCI-E slot in the near future. This,
combined
> with tweaking PCI latency settings, may help. I think it's time for a new
> card from UA.
> g
>
>
> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
> >I'm just having such a gret time in *nativeville* these days. So much to
> >learn. I've been getting crackling inmy audio when streaming tracks from
> >Cubase to Paris when using large numbers of UAD-1 plugins. Well, come to
> >find out, there's more fun to be had in tweakville.....
> >
> >Here's some info on PCI latency.

> >
> >http://www.soundonsound.com/sos/Oct04/articles/pcnotes.htm
> >
> >http://www.uaudio.com/webzine/2005/june/index5.html
> >
> >http://mark-knutson.com/t3/
> >
> >http://downloads.guru3d.com/download.php?det=951
> >
> >From what I can determine from reading a few threads about this, PCI
latency
> >is the amount of "wait" time PCI is allocated to communicate with any
given
> >peripheral. A high PCI Latency setting takes more PCI bus time than
another
> >device with a lower setting. Normally, the PCI Latency Timer is set to 32
> >cycles. This means the active PCI device has to complete its transactions
> >within 32 clock cycles or hand it over to the next PCI device. As you can
> >see, a device, like a video card which has a setting of 248 essentially
> >"hogs" the PCI Bus.
> >
> >PCI latency timers are a mechanism for PCI bus-mastering devices to share
> >the PCI bus fairly. A dev