



UNDERSTANDING LATENCY

Latency is how long it takes a signal to get into your system, get processed by the computer, and then sent back out to the user.

We will be examining 2 the settings Glenn recommends for two different recording setups

RME FIREFACE UNDER REAPER SETTINGS:

Settings > Device > Audio System: ASIO (stands for: Audio System In/Out).

- Still under Device, click on ASIO Configuration

Glenn recommends 64 or 32 Samples Buffer Size. (2048, for example, will cause nearly a second of lag between you playing a note and hearing it through your speakers)

- If you have a lot of tracks and effects going, you might want to drop it down to 128 to free up your processor, as it can get bogged down and lag. The smaller the sample rate (e.g. 32 or 64) the slower your computer and software may run, so fader moves may lag as well.

FOCUSRITE 2I2 SETTINGS:

Under the ASIO Control Panel software, it is possible to run at Buffer size 16 comfortably on a reasonably fast computer

- There's a button of the 2i2 interface to switch between director monitoring on and off so you can hear what's coming in direct into the 2i2 as opposed to real-time playback like in Reaper
- Use your ASIO Drivers and experiment with the number of samples your computer can handle. Slower computers will need more samples (e.g. 128), faster computers can go lower, such as 32 or 16 samples

Additional notes:

- When tracking, if you want real-time effects like compression or reverb (e.g. for the drummer to hear when tracking drums), you'll want the latency as low as possible.
- Avoid plug-ins that add latency (particularly look-ahead plug-ins like mastering limiters or Drum Leveller), which can throw performances off
- In Reaper, you can see how much latency plug-ins are adding to your mix (go into the menu bar)