

DAE Playback Buffer Size Settings:

When you choose options for the playback engine buffer size, you are setting the amount of memory allocated in DAE that manages disk buffers, which affect your system's performance. *

You should use a buffer size of "0" when working with Disk I/O, Project or Session 8 Playback Engines. This is because the audio cards for these systems have on-board RAM for their disk buffering, so there is no need to provide additional RAM for this purpose in DAE.

When working with Audiomedia II/III or PowerMix Playback Engines, when you set the playback buffer size, you are providing a tradeoff in the overall responsiveness of your system.

- Smaller buffer sizes allow record or playback to occur more quickly.
- Larger buffer sizes can better handle higher edit density or drives with slower seek times.

* Keep in mind that if you are running large numbers of DSP Plug-Ins with a TDM system, more memory may be required for DAE to run. Please consult your User Guide for more information about DAE memory allocation and DSP Plug-Ins.