

DAE Playback Buffer Size Settings For 24-Bit Capable Engines:

When you choose options for 24-bit capable playback engines, you are actually allocating memory in two areas: DAE and your System Heap (the area of RAM memory reserved by your Macintosh exclusively for the use of the System). This is why there is a display box for "Additional System Memory Required For 24-Bit Capable Engines."

When working with 24-bit capable playback engines, selecting the playback buffer size is 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.

When working with 24-track, 24-bit sessions, a playback buffer size of "2" is recommended. This provides relatively fast record/playback response, while allowing most edits to be accommodated with reasonably fast hard disks.

If you are using a PCI disk accelerator card, you may want to try using a buffer size of "0" or "1," which will allow you to get the fastest possible response to record/play commands. A setting of "1" can work just fine for most configurations when playing back sixteen 16-bit tracks.

If you are getting "-9073 Disk Too Slow" DAE errors, try using the "4" or "8" buffer settings. Your system will take longer to respond to record/play commands, but you may be able to play your audio in these situations without problems that could occur when smaller buffer sizes are used.

* Keep in mind that if you are running large numbers of DSP Plug-Ins with your 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.