’t be less than 1.33 milliseconds. CobraNet was introduced in 1995 when large-scale DSP-based digital systems started replacing analog designs in the market. Because the âĢľsound system in a boxâĢĽ was new, there was great scrutiny of these systems. A delay or latency in some time-critical applications was noticed, considered to be a challenge of using digital systems. However, many believe that latency is an overly exaggerated issue in most applications where digital audio systems are deployed. In fact, this topic could be an article unto itself.ĊA little history of digital systems and networking will provide some insight on the reason why there are several networking technologies available today. In the late ’90s, there were two âĢľcriticalâĢĽ concerns in the digital audio industry: Year of 2000 compliance (Y2K) and latency. To many audio pros, using audio networks like CobraNet seemed impossible because of the delay âĢĶat that time, approximately 5 milliseconds, or in video terms, less time than a frame of video.ĊEnter EtherSound, introduced in 2001, which addressed the issue of latency by providing an Ethernet networking scheme with low latency and better bit-depth and higher sampling rate than CobraNet. The market timing and concern over latency gave EtherSound an excellent