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Subject: 8 out card

Posted by [Frazer Horton](#) on Thu, 18 Oct 2007 17:22:56 GMT

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try & narrow it down by<BR>> >process of=3D20  
>>> elimination.<BR&g

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Subject: Re: 8 out card

Posted by [Kerr Mathieson](#) on Fri, 19 Oct 2007 13:23:16 GMT

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&gt;power supply.&nbsp;=

Not in=20

that order.&nbsp; Start with the cheapest fixes=20

=3D<BR>&gt;&gt;&gt;first.<BR>&gt;&gt;&gt;&nbsp; &gt;Maybe you =  
were right=20

way back with the bad UAD assumption?<BR>&gt;&gt;&gt;&nbsp;=20

&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;Still kickin' Paris=20

around,<BR>&gt;&gt;&gt;&nbsp; &gt;Tom<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;

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Subject: Re: 8 out card

Posted by [Kerr Mathieson](#) on Fri, 19 Oct 2007 13:24:11 GMT

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&gt;&gt;&gt;&nbsp; =

&gt;&nbsp;=20

random.) There were maybe 1 or 2 crackles per song on a couple=20

=3D<BR>&gt;&gt;&gt;songs,<BR>&gt;&gt;&gt;&nbsp;=20

=3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;and<BR>&gt;&gt;&gt;&nbsp; =

&gt;&nbsp;no=20

crackles on the other 3 (that I've done so far). I'm=20

=

wondering<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;now <BR>&gt;&gt;&gt;&nbsp;=

=20

=3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;if<BR>&gt;&gt;&gt;&nbsp; =

&gt;&nbsp;it=20

is a UAD rev problem that only shows up after some wear and=20

=

tear<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;on <BR>&gt;&gt;

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