
Subject: AAADD

Posted by [excelav](#) on Wed, 17 Oct 2007 03:16:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

>>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
>=3D
> >
> > came
=3D3D
>back
> >>when bouncing the entire =3D
> >mix.=3D20
> > That's where I'm at. I can always do =3D3D
>the
> =3D20
> > spdif
> >>bounce method...it's a real hassle because =3D
> >of the=3D20
> > way my moitoring =3D3D
>and
> work
> =3D
> >>>flow=3D20
> > is, but it's doable, and seems to work, but I'd like to get =3D
> >=3D3D
>this=3D20
> > thing
> >>figured out.=3D3D20
> =3D
> >>>I've had it=3D20
> > for today. Going to crash.
> >>Rod
> =3D20
> > >>"Rod Lincoln" <<A=3D20
> > =3D
> =
>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com<=
>/A>=3D
> >>=3D20
> > wrote:
> >>>
> >>>Well, I =3D
> >THOUGHT I=3D20
> > had my "bounce to disk" crackles whipped, but =3D3D
>they =3D
> >came
> =3D20
> > >>>back. This time I re-patched and did a spdif bounce and =3D
> >that=3D20
> > seemed
=3D3D
>to
> >cure
> =3D
> >>>>it. I=3D20
> > havn't tried it yet with bounce to disk to verify that the=3D20
> > =3D3D
>crackling
> >>>comes back, but I bet =3D
> >it will. I=3D20
> > wonder what could be causing this?
=3D3D
>The
> =3D20
> > >>last
> >>>time I did a fresh install of =3D
> >my system=3D20
> > (via ghost) and it seemed =3D3D
>to get
> =3D
> >>>>rid of it,=3D20
> > for a while. I'm going to try a bounce to disk and see =
>=3D3D
>if=3D20
> > the
> >>>crackles return.
> =3D
> >>>>The=3D20
> > way my system is set up, because of space limitations, and=3D20
> > the
=3D3D
>fact
> >>that
> =3D
> >>>>I=3D20

> > have to have my drums basically in the mix position (facing =
>the=3D20
> > =3D3D
>other
> >>way)
> =3D
> >>>>makes it A=3D20
> > FREAKIN PITA to crawl behind the gear and unplug the=3D20
> > =3D3D
>spdif
> cable
> >>>going =3D
> >to the=3D20
> > DAC-1 and re-patch a cable loop. I accidently =
>=3D3D
>unplugged=3D20
> > something
> >>>while doing it, and had to rip =3D
> >abouat half=3D20
> > the system

Subject: Re: AAADD
Posted by [John \[1\]](#) on Wed, 17 Oct 2007 11:32:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

20<BR&g

Subject: Re: AAADD
Posted by [Don Nafe](#) on Wed, 17 Oct 2007 12:40:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

;BR>> work, but I'd like to get this=3D20
> > thing
>>figured out.=3D20
> > =3D3D
>
>>I've=3D3D20
> had it for today. =3D
> >Going to=3D20
> > crash.
>>Rod
>>"Rod=3D20
> > =3D3D
>Lincoln"=3D3D20
> <<A=3D3D20
> =3D20
> > =3D3D
>href=3D3D3D"<A=3D20
> > =3D
> =
>>href=3D3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
>/A'=3D
> =
>>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A/=3D
> >A>>=3D3D
>>=3D3D20
> =3D20
> > wrote:
>>>
>>>Well, I THOUGHT I =3D
> >had my=3D20
> > "bounce =3D3D
>to=3D3D20
> disk" crackles whipped, but =3D
> >they=3D20
> > came
>>>back. This time I =3D3D
>
> =3D
> >re-patched=3D20
> > and did a spdif bounce and that seemed=3D3D20
> =3D20
> > to
>cure
>>>it. I havn't tried it yet =3D

```
> >with=3D20
> > bounce to =3D3D<BR>>disk to=3D3D20<BR>> verify that the=3D20
> > crackling<BR>>>>comes back, but I bet it =3D
> >=3D3D<BR>>will.=3D20
> > I=3D3D20<BR>> wonder what could be causing this?=3D20
> > =3D3D<BR>>The<BR>>>last<BR>>>>time=3D20
> > I=3D3D20<BR>> did a fresh install of my system (via ghost) and =3D
> >it seemed=3D20
> > to=3D3D20<BR>> get<BR>>>>rid of it, for a while. =3D
> >I'm going=3D20
> > to try a bounce =3D3D<BR>>to disk=3D3D20<BR>> and see if=3D20
> > the<BR>>>>crackles return.<BR>>>>The way =3D
> >
> > =3D3D<BR>>my=3D3D20<BR>> system is set up, because of space =3D
> >limitations,=3D20
> > and the=3D3D20<BR>> =3D
> >fact<BR>>>>that<BR>>>>I=3D20
> > have to have my drums basically =3D3D<BR>>in the=3D3D20<BR>> =3D
> >mix position=3D20
> > (facing the other<BR>>>>way)<BR>>>>makes it=3D20
> > =3D3D<BR>>A=3D3D20<BR>> FREAKIN PITA to crawl behind the gear =3D
> >and unplug=3D20
> > the=3D3D20<BR>> spdif<BR>cable<BR>>>>going =3D
> >to the=3D20
> > DAC-1 and re-patch a cable =3D3D<BR>>loop. I=3D3D20<BR>> =3D
> >accidently=3D20
> > unplugged something<BR>>>>while doing it, and had =3D
> >=3D3D<BR>>to=3D20
> > rip=3D3D20<BR>> about half the system out to =3D
> >find=3D3D20<BR>> =3D20
> > =3D
> >=3D3D<BR>>it.<BR>ERRRRRRRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>=3D
> >>>><BR>><BR></BLO=3D3D<BR>>CKQUOTE><BR>>=3D
> >;<DIV><FONT=3D20
> > size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight =3D
> >spam,=3D20
> > =3D
> >=3D3D<BR>>and=3D3D20<BR>>you?<BR><A=3D3D20<BR>>href=3D3D3D "<A=3D20
> > =3D
> > =
>>href=3D3D'http://www.polesoft.
```

Subject: Re: AAADD
Posted by [Bill L](#) on Wed, 17 Oct 2007 13:08:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

64;nospam.kc.rr.com" target=" blank">rlincoln@nospam.kc.rr.com&q=

>t;=20
> wrote in message <A=20
> =
>href=3D"news:472f3e51\$1@linux">news:472f3e51\$1@linux...</DIV>
Tom,=
> I've=20
> already done that. It's not that. It's definitiatly something =
>that
only shows=20
> up on the bounced to disk file. Also it's totally random and not
at
=
>all=20
> related to any single audio event.
Rod
"Tom Bruhl" <<A=20
> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net>=20
> wrote:
>
>
>Okay Rod,
>How about one track =
>with the=20
> UAD plugs
>that has a few rough spots that are =
>amplified
>by the=20

>PITA for=20

> =
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
>t;=20
> wrote in message =

> agree with you, except that when I play back an old project that=20

>even with=20

>that=20

> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net>=20

>the same=20

>are they=20

>suspect=20

>

>the bad=20

>Paris=20

> Lincoln" <<A=20
> =
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
>t;=20

>answers=20

> <OIU@l.com</A&

Subject: Re: AAADD
Posted by [pauln\[2\]](#) on Wed, 17 Oct 2007 13:56:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>2.)=20
> removing ALL plugins & EFX, and bouncing dry/clean =

>across=20

>FX=20
> (Auxes, both internal and external) still =

>a=20

>I had=20

> to the UAD plugs. I re-ghosted to a sys version that had an=20

>UAD install=20
> (can't remember the number, it had the Helios, but=20

>software rev=20

>of=20

>crackle. At=20

>am in=20

> mixing project that I'm using the Neve 88 plug on a lot=20

> I just went for it, listening closely to bounces. I=20

>time,=20

> other, to hear the difference, since the crackles =3D
>appeared=20

>were maybe=20

>the other 3=20

>problem that=20

>re-ghost=20

>ver)=20

> reiterate...when I did a spdif bounce, even with my=20

>crackle=20

>constant, more=20

> intermittent, does it seem to coincide with any =

>cowbell=20

>song, but=20

> totally random...not in anyway associated with a particular =

> &

Subject: Re: AAADD

Posted by [Neil](#) on Wed, 17 Oct 2007 14:26:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

>bowl of=20

>>4.)=20

> mute/disconnect the right channel when listeni

Subject: Re: AAADD

Posted by [DJ](#) on Wed, 17 Oct 2007 16:13:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

er, and then see if it still shows up

>>> > >on the left channel? or is the crackling then centered?

>>> >

>>> > Everything Panned Ctr still Crackles

>>> > >

>>> > >2.) removing ALL plugins & EFX, and bouncing dry/clean like

>>> > >that, with everything panned as you normally would for this

>>> > >mix? This includes anything inserted across the 2-buss.

>>> >

>>> > Bounce with No FX (Auxes, both internal and

Subject: Re: AAADD

Posted by [rick](#) on Thu, 18 Oct 2007 08:47:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

>>>>DOT net I'd=20

>>>> like.

will=20
>>>> =
>>>>=3D
>Do
>
>Neil
>
>=

>>>> Lincoln" <<A
