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Subject: OT : Logic Audio 8 ..mini Review  
Posted by [LaMontt](#) on Sat, 20 Oct 2007 17:31:12 GMT  
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seemed to=3D3D20<BR>&gt;&gt;&gt;&nbsp; =  
&gt;&nbsp;=20  
get<BR>&gt;&gt;&gt;rid of it, for a while. I'm going to try a =  
bounce=20  
=3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;to =  
disk=3D3D20<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&nbsp; and see if the<BR>&gt;&gt;&gt;crackles=20  
return.<BR>&gt;&gt;&gt;The way =3D3D<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;my=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; system is set up, =  
because of=20  
space limitations, and the=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; =  
  
fact<BR>&gt;&gt;&gt;that<BR>&gt; &gt;&gt;&gt;I have to have my =  
drums=20  
basically =3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;in=20  
the=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; mix position (facing =  
the=20  
other<BR>&gt;&gt;&gt;way)<BR>&gt; &gt;&gt;&gt;makes it=20  
=3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;A=3D3D20<BR>&gt;&gt;&gt;&nbsp; =  
&gt;&nbsp;=20  
FREAKIN PITA to crawl behind the gear and unplug=20  
the=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp;=20  
spdif<BR>&gt; cable<BR>&gt;&gt; t,&gt;going to the DAC-1 and =  
re-patch a=20  
cable =3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;loop. =  
l=3D3D20<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&nbsp; accidentally unplugged something<BR>&gt;&gt;&gt;&gt;while =  
doing it,=20  
and had =3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;to=20  
rip=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; about half the system =  
out to=20  
find=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; =  
=3D3D<BR>&gt;&gt;&gt;&nbsp;=20  
=  
&gt;it.<BR>&gt;ERRRRRRRRRRRRRRRRRRRR!<BR>&am p;&gt;&gt;&gt;&gt;Rod<BR>&gt;&gt;=  
&gt;&lt;BR>&gt;&lt;BR>&lt; /BLO=3D3D <BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;CKQUOTE&gt;<BR>&gt;&gt;&gt;&nbsp; &

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Subject: Re: Logic Audio 8 ..mini Review  
Posted by [DJ](#) on Sat, 20 Oct 2007 17:54:24 GMT  
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gt;&lt;DIV&gt;&lt;FONT=20

size=3D3D3D2&gt;&lt;BR&gt;&lt;BR&gt;I choose Polesoft Lockspam to=20  
fight<BR>=3D<BR>&gt;&gt;&gt;&gt;spam, =3D3D<BR>&gt;&gt;&gt;&gt;&nbsp;=20  
&gt;&and=3D3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=20  
&gt;you?&lt;BR&gt;&lt;A=3D3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=20  
=3D<BR>&gt;&gt;&gt;&gt;&href=3D3D3D "<A=20  
=  
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re>h=  
ttp://www.polesoft.com/refer.html"&gt;http://www.polesoft.com/re</A>=3D<B=  
R>&gt;&gt;&gt;&fer=3D3D<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;.html&lt;/A&gt;=20  
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&lt;/FONT&gt;&lt;/DIV&gt;&lt;/BODY&gt;&lt;/HTML&gt; <BR>&gt;&gt;&gt;&gt;&nbsp;=20  
&gt;<BR>&gt;&gt;&gt;&gt;&nbsp;=20  
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&gt;<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt; <BR>&gt;&gt;&gt;&gt;&lt;!DOCTYPE=  
YPE=20  
HTML PUBLIC "-//W3C//DTD HTML 4.0=20  
=  
Transitional//EN"&gt;<BR> &gt;&gt;&gt;&gt;&lt;HTML&gt;&lt; HEAD&gt; <BR>&gt;=  
&gt;&gt;&gt;&lt;META=20  
http-equiv=3D3DContent-Type content=3D3D"text/html;=20  
=  
=3D<BR>&gt;&gt;&gt;&charset=3D3Diso-8859-1 "&gt;<BR>&gt;&gt;&gt;&lt;=20  
;META=20  
content=3D3D"MSHTML 6.00.2800.1400"=20  
=  
name=3D3DGENERATOR&gt;<BR> &gt;&gt;&gt;&lt;STYLE&gt;&lt;/STYLE&gt; <BR>=  
&gt;&gt;&gt;&lt;HEAD&gt;<BR>&gt;&gt;&gt;&lt;BODY=20  
bgColor=3D3D#ffffff&gt;<BR> &gt;&gt;&gt;&lt;DIV&gt;&lt;F ONT =  
face=3D3DArial=20  
size=3D3D2&gt;Okay=20  
=  
Rod,&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&gt;&lt;DIV&gt; <BR>&gt;&gt;&=20  
&gt;&gt;&lt;DIV&gt;&lt;FONT=20  
face=3D3D"Comic Sans MS" color=3D3D#800000 size=3D3D2&gt;How=20  
about<BR>one<BR>&gt;&gt;&=3D<BR>&gt;&gt;&gt;&track=20  
with=3D20<BR>&gt;&gt;&gt;&the UAD=20  
plugs&lt;/FONT&gt;&lt;/DIV&gt;<BR> &gt;&gt;&gt;&lt;DIV&gt;&lt;F ONT=20  
face=3D3D"Comic Sans MS" color=3D3D#800000 size=3D3D2&gt;that has=20  
a<BR>&gt;=3D<BR>&gt;&gt;&gt;&few rough =  
spots=3D20<BR>&gt;&gt;&gt;&that are=20  
=  
amplified&lt;/FONT&gt;&lt;/DIV&gt;<BR> &gt;&gt;&gt;&lt;DIV&gt;&lt;F ONT=  
=20  
face=3D3D"Comic Sans MS" color=3D3D#800000 size=3D3D2&gt;by the=20  
=  
plugin<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt; <BR>&gt;&gt;&gt;set?&lt;=

/FONT>&lt;/DIV><BR> &gt;&gt;&gt;&gt;&lt;/DIV>&lt;/F ONT=20  
face=3D3D"Comic Sans MS" color=3D3D#800000=20  
=3D<BR> &gt;&gt;&gt;&gt;size=3D3D2&gt;&lt;/F ONT>&gt;=20  
&lt;/DIV>&lt;/DIV><BR> &gt;&gt;&gt;&gt;&lt;/DIV>&lt;/F ONT face=3D3D"Comic =  
Sans MS"=20  
color=3D3D#800000 size=3D3D2&gt;Mute one =3D<BR>&gt;&gt;&gt;track =  
at a time=20  
to=3D20<BR>&gt;&gt;&gt;find it. PITA for=20  
sure.&lt;/FONT>&lt;/DIV><BR> &gt;&gt;&gt;&gt;&lt;/DIV>&lt;/F ONT=20  
face=3D3D"Comic Sans MS" color=3D3D#800000=20  
=  
=3D<BR> &gt;&gt;&gt;&gt;size=3D3D2&gt;???&lt; /FONT>&lt;/DIV> <BR>&gt;=  
&gt;&gt;&gt;&gt;&lt;/DIV>&lt;/FONT=20  
face=3D3D"Comic Sans MS" color=3D3D#800000=20  
=  
=3D<BR> &gt;&gt;&gt;&gt;size=3D3D2&gt;Tom&lt; /FONT>&lt;/DIV>&lt;/DIV=  
&gt;<BR>&gt;&gt;&gt;&lt;/BLOCKQUOTE=3D20 <BR>&gt;&gt;&gt;style=3D3D=  
"PADDING-RIGHT:=20  
0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
=3D<BR>&gt;&gt;&gt;BORDER-LEFT:=20  
#000000 2px solid; MARGIN-RIGHT: 0px"&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
&lt;/DIV>&lt;"Rod Lincoln" &lt;&lt;A=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
=3D<BR>&gt;&gt;&gt;href=3D3D"<A=20  
=  
href=3D'mailto:rlincoln@nospam.kc.rr.com&qu

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Subject: Re: OT : Logic Audio 8 ..mini Review  
Posted by [EK Sound](#) on Sat, 20 Oct 2007 18:24:47 GMT  
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ot;>rlincoln@nospam.kc.rr.com</A>&a=  
mp;g'>mailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/=  
A&gt;&g'</A>=3D<BR>&gt;&gt;&gt;=3D20 <BR>&gt;&gt;&gt;&nbsp;=20  
wrote in message &lt;A=3D20<BR>&gt;&gt;&gt;&nbsp; href=3D3D"<A=20  
=  
href=3D'news:472f2455\$1@linux">news:472f2455\$1@linux</A>...</DIV><BR>I'>n=  
ews:472f2455\$1@linux"&gt;news:472f2455\$1@linux&lt;/A>&gt;...&lt;/DIV>&gt;&lt;=  
t;BR>&gt;I'</A><BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;agree=3D20 <BR>&gt;&gt;=  
&gt;&gt;&gt;&nbsp;=20  
with you, except that when I play back an old project that=20  
=3D<BR> &gt;&gt;&gt;&gt;didn't&lt;BR>&gt;have =  
the=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
problem, it doesn't crackl, even with more tracks and the same=20  
=3D<BR>&gt;&gt;&gt;plugins&lt;BR>&gt;as =  
the=3D20<BR>&gt;&gt;&gt;&nbsp; ppj's=20  
that crackle. &lt;BR>&gt;Rod&lt;BR>&gt;"Tom Bruhl"=20  
&lt;&lt;A=3D20<BR>&gt;&gt;&gt;&nbsp; href=3D3D"<A=20



.com<br></A><br> wrote:<br> <br> This is weird... have you<br> =<br><br> tried<br><br> any of the =  
following:<br> <br> 1.) pan<br>=<br><br>everything<br><br>to = center, and<br>then see if it still shows up<br>on the<br>=<br>left<br><br>channel? or = is the<br>crackling then centered?<br><br>=<br>Everything<br><br>= Panned Ctr still<br>Crackles<br> <br> 2.)<br>=<br>removing<br><br>ALL = plugins &=<br>EFX, and bouncing dry/clean like<br>=<br>that,<br>=<br>with = everything<br>panned as you normally would for this<br>=<br>mix?<br>=<br>This = includes<br>anything inserted across the<br>=<br>2-buss.<br>=<br>Bounce with No FX (Auxes, both = internal and<br>external) still<br>=<br>Crackles<br><br>Bounce with no plugs...this does<br>=<br>produce a<br>=<br>crackle free<br>bounce. I <br>=<br>time it<br>=<br>happened = a couple<br>weeks ago, and thought I had it <br>=<br>narrowed<br>=<br>down to the UAD plugs. I = re-ghosted<br>=<br>to a sys<br>=<br>version = that had an<br>=<br>earlier<br>=<br>UAD install =<br>=<br>(can't<br>remember<br>=<br>the number, it had the Helios, = but not<br>=  
=<br>the<br>=<br>Neve<br>=<br>=<br>88)and the crackles went away, so I = thought it<br>was a software rev<br>=<br>=<br>

that<br>=3D3D<br><br>Paris& mp;lt;br><br> didn't like, but =  
just to be=20  
=3D<br><br><br><br>sure I=3D20<br><br><br><br><br> reloaded =  
the new=20  
version of the=20  
=  
=3D<br> <br><br><br>UAD<br>=3D3D& mp;lt;br><br>software<br>=  
<br>=20  
(the=3D20<br><br><br><br><br> one with the Neve 88) and it still =  
didn't=20  
crackle. At that=3D20<br><br><br><br><br>=20  
point<br>=3D3D<br><br>I <br><br> thought it might be =  
something=20  
else =3D<br><br><br><br><br><br><br><br><br> altogether and =  
since I am=20  
in the =3D3D<br><br>middle<br><br> of a=20  
=3D<br><br><br><br>mixing=3D20<br><br><br><br><br> project =  
that I'm=20  
using the Neve 88 plug on a lot (love=20  
=  
=3D3D<br><br>what<br>=3D<br><br><br><br> <br><br><br><br>=  
<br>=20  
it<br><br> does) I just went for it, listening closely to=20  
=3D<br><br><br><br>bounces. I=3D20<br><br><br><br><br> =  
actually=20  
did<br>=3D3D<br><br><br>2<br><br> bounces of every mix =  
and=20  
=3D<br><br><br><br>listened=3D20<br><br><br><br><br> back to =  
both at the=20  
same time, out =3D3D<br><br>of phase<br><br>=20  
=3D<br><br><br><br>

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Subject: Re: OT : Logic Audio 8 ..mini Review  
Posted by [LaMontt](#) on Sat, 20 Oct 2007 19:15:35 GMT  
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mp;gt;<br><br><br>with each=3D20<br><br><br><br><br> other, =  
to hear the=20  
difference, since the crackles appeared=20  
=  
=3D<br> <br><br><br>=3D3D<br><br><br>to=3D20 <br><br><br><br><br>=  
<br>=20  
be<br><br> random.) There were maybe 1 or 2 crackles per song on =  
=  
=3D<br><br><br><br>a=3D20<br><br><br><br><br> couple=20  
songs,<br>=3D3D<br><br><br><br><br>and& mp;lt;br><br> no crackles on =  
the other=20

=3D<BR>&gt;&gt;&gt;3 (that=3D20<BR>&gt;&gt;&gt;&nbsp; I've =  
done so far).=20  
I'm wondering now&lt;BR>=3D3D&lt;BR>&gt;if&lt;BR>&gt; it=20  
=3D<BR>&gt;&gt;&gt;is a UAD=3D20<BR>&gt;&gt;&gt;&nbsp; rev =  
problem that=20  
only shows up after some wear and tear=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
on&lt;BR>=3D3D&lt;BR>&gt;the&lt;BR>&gt; sys. I'm going to =  
re-ghost and=20  
=3D<BR>&gt;&gt;&gt;re-load=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
the=3D3D20&lt;BR>&gt;&gt; UAD software (Neve 88 ver) tommorrow and see=20  
=3D<BR>&gt;&gt;&gt;what=3D20<BR>&gt;&gt;&gt;&nbsp; =  
happens.&lt;BR>&gt;&gt;=20  
Just to reiterate...when I did a spdif bounce,=20  
=3D<BR>&gt;&gt;&gt;even=3D20<BR>&gt;&gt;&gt;&nbsp; with my =  
system=20  
as&lt;BR>=3D3D&lt;BR>&gt;it&lt;BR>&gt; is tonight, there are=20  
=3D<BR>&gt;&gt;&gt;no=3D20<BR>&gt;&gt;&gt;&nbsp; crackles. =  
That's wierd.=20  
Also the crackles =  
=3D<BR>&gt;&gt;&gt;=3D3D&lt;BR>&gt;&gt;never&lt;BR>&gt;&gt;=20  
show=3D20<BR>&gt;&gt;&gt;&nbsp; till listening to the bounced=20  
file.&lt;BR>&gt;&gt;&gt;&lt;BR>&gt;&gt;=20  
=3D<BR>&gt;&gt;&gt;&gt;3.)=3D20<BR>&gt;&gt;&gt;&nbsp; can you =  
determine=20  
where the crackle rears it's ugly =  
=3D<BR>&gt;&gt;&gt;head?&lt;BR>&gt;&gt;=20  
=3D20<BR>&gt;&gt;&gt;&nbsp; &gt;IOW, is it constant, more or less, =  
or is it=20  
intermittent? =3D<BR>&gt;&gt;&gt;If&lt;BR>&gt;&gt;=20  
=3D20<BR>&gt;&gt;&gt;&nbsp; &gt;it's intermittent, does it seem to =  
coincide=20  
with any=3D20<BR>&gt;&gt;&gt;&nbsp; particular&lt;BR>&gt;&gt; =  
&gt;instrument=20  
or track? For example, could =3D<BR>&gt;&gt;&gt;it be=20  
a=3D20<BR>&gt;&gt;&gt;&nbsp; particular&lt;BR>&gt;&gt; &gt;plugin =  
on the -=20  
let's say - cowbell =3D<BR>&gt;&gt;&gt;track,=20  
which=3D20<BR>&gt;&gt;&gt;&nbsp; occurs though&lt;BR>&gt;&gt;B

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Subject: Re: Logic Audio 8 ..mini Review  
Posted by [Gene Lennon\[4\]](#) on Sat, 20 Oct 2007 21:11:48 GMT  
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, on headphones, etc? Is it=20  
=3D<BR>&gt;&gt;&gt;possible=3D20<BR>&gt;&gt;&gt;&nbsp; =  
that&lt;BR>&gt;&gt;=20  
&gt;for some odd reason the crackle is due to =

=3D<BR>&gt;&gt;&gt;something=20  
 in=3D20<BR>&gt;&gt;&gt;&nbsp; your&lt;BR>&gt;&gt; &gt;&gt;monitoring =  
 setup that=20  
 isn't showing up on =  
 =3D<BR>&gt;&gt;&gt;regular=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 playback, but&lt;BR>&gt;&gt; &gt;&gt;might be showing up on a=20  
 rendered=3D20<BR>&gt;&gt;&gt;&nbsp; file?&lt;BR>&gt;&gt; This first =  
 came to=20  
 my attention after I burned a =3D<BR>&gt;&gt;&gt;CD=20  
 of=3D20<BR>&gt;&gt;&gt;&nbsp; test mixes=20  
 for&lt;BR>&gt;=3D3D&lt;BR>&gt;&gt;the& lt;BR>&gt;&gt; client and he called =  
 me=20  
 =3D<BR>&gt;&gt;&gt;&gt;after he=3D20<BR>&gt;&gt;&gt;&nbsp; got =  
 home and=20  
 listened on his system =3D3D&lt;BR>&gt;&gt;(this&lt;BR>&gt;&gt; was=20  
 =3D<BR>&gt;&gt;&gt;&gt;an audio=3D20<BR>&gt;&gt;&gt;&nbsp; CD)so I =  
 would say=20  
 it happens on all systems...but I=20  
 =3D3D&lt;BR>&gt;&gt;havn't=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 burnt&lt;BR>&gt;&gt;=20  
 another CD yet.&lt;BR>&gt;&gt; It does happen on my =  
 =3D<BR>&gt;&gt;&gt;&gt;NS=20  
 10's=3D20<BR>&gt;&gt;&gt;&nbsp; as well as my Mackie 824's. The =  
 824's=20  
 =3D3D&lt;BR>&gt;&gt;are =3D<BR>&gt;&gt;&gt;&gt;hooked&lt;BR>&gt;&gt;&gt;=20  
 =3D20<BR>&gt;&gt;&gt;&nbsp; up thru the spdif out of the mec to a =  
 DAC-1 to a=20  
 PVC passive volume=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 =3D3D&lt;BR>&gt;&gt;control.&lt;BR>&gt;&gt;& amp ;&gt; The NS 10's are hooked up =  
 thru 2=20  
 =3D<BR>&gt;&gt;&gt;&gt;analogue outs=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 from the Mec=20  
 into a GFA&lt;BR>&gt;=3D3D&lt;BR>&gt;&gt;power& amp ;&lt;BR>&gt;&gt; amp.=20  
 =3D<BR>&gt;&gt;&gt;&gt;Crackles exist=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 on the left=20  
 channel on both sets of speakers.&lt;BR>&gt;&gt;=20  
 =3D<BR>&gt;&gt;&gt;&gt;&lt;BR>&gt;&gt;& amp ;&gt; =  
 =3D20<BR>&gt;&gt;&gt;&nbsp; &gt;6.)=20  
 What happens when you open up an older project that=20  
 =3D<BR>&gt;&gt;&gt;&gt;you&lt;BR>&gt;&gt;&gt; ; =  
 =3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 &gt;DIDN'T have this problem on...? If you do a bounce=20  
 with=3D20<BR>&gt;&gt;&gt;&nbsp; that,&lt;BR>&gt;&gt; &gt;&gt;does it =  
 sound as it=20  
 did before, or does it now=20  
 =3D<BR>&gt;&gt;&gt;&gt;have=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 the&lt;BR>&gt;&gt;=20  
 &gt;crackles in it?&lt;BR>&gt;&gt;&lt;BR>&gt;&gt; Not nearly=20

=3D<BR>&gt;&gt;&gt;as=3D20<BR>&gt;&gt;&gt;&nbsp; bad...No =  
 study diet of=20  
 rice crispies, but there were a=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 =3D3D&lt;BR&gt;&gt;couple&lt;BR&gt;&gt; of crackles (random, I bounced =  
 twice=20  
 =3D<BR>&gt;&gt;&gt;and listend=3D20<BR>&gt;&gt;&gt;&nbsp; to =  
 both mixes=20  
 out of&lt;BR&gt;=3D3D&lt;BR&gt;&gt;phase,&am p;lt;BR&gt;&gt; set markers at =  
 =3D<BR>&gt;&gt;&gt;the=3D20<BR>&gt;&gt;&gt;&nbsp; crackles, =  
 and verified=20  
 by listening one at a=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 time)&lt;BR&gt;=3D3D&lt;BR&gt;&gt;This&a mp;lt;BR&gt;&gt; also leads me to =  
 believe=20  
 it's =3D<BR>&gt;&gt;&gt;some sort=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 of ppj=20  
 corruption brought on =3D3D&lt;BR&gt;&gt;by the&lt;BR&gt;&gt; UAD=20  
 =3D<BR>&gt;&gt;&gt;stuff, only it=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 happens over=20  
 time, but I haven't been able to=20  
 =3D3D&lt;BR&gt;&gt;verify=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 this&lt;BR&gt;&gt;=20  
 yet.&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; &gt;(7.) Have=20  
 =3D<BR>&gt;&gt;&gt;you=3D20<BR>&gt;&gt;&gt;&nbsp; tried =  
 physically=20  
 swapping your left speaker with&lt;BR&gt;&gt; =  
 =3D<BR>&gt;&gt;&gt;&gt;your=20  
 right=3D20<BR>&gt;&gt;&gt;&nbsp; speaker?&lt;BR&gt;&gt; swapping =  
 speakers=20  
 make no difference, swapping=20  
 =3D<BR>&gt;&gt;&gt;the=3D20<BR>&gt;&gt;&gt;&nbsp; cables =  
 leading to=20  
 =3D3D&lt;BR&gt;&gt;the&lt;BR&gt;&gt; speakers makes it=20  
 =3D<BR>&gt;&gt;&gt;happen in the=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 right=20  
 speaker.&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; &gt;Just trying to=20  
 =3D<BR>&gt;&gt;&gt;think of=3D20<BR>&gt;&gt;&gt;&nbsp; things =  
 to try &=20  
 narrow it down by&lt;BR&gt;&gt; &gt;process =  
 of=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 elimination.&lt;BR&gt;&gt;&lt;BR&gt;& &gt; I appreciate your thought =  
 process.=20  
 =3D<BR>&gt;&gt;&gt;If this=3D20<BR>&gt;&gt;&gt;&nbsp; makes a =  
 light go off=20  
 for =3D3D&lt;BR&gt;&gt;you,&lt;BR&gt;&gt; please let=20  
 me=3D20<BR>&gt;&gt;&gt;&nbsp; know.&lt;BR&gt;&gt; =  
 &gt;&lt;BR&gt;&gt; &gt;Can=20  
 you e-mail me an mp3 =3D<BR>&gt;&gt;&gt;file =

of=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
any song or songs that it's<lt;BR>&gt;&gt; &gt;doing this on? If so,=20  
=3D<BR>&gt;&gt;&gt;&gt;send it=3D20<BR>&gt;&gt;&gt;&nbsp;to: neil =  
DOT=20  
henderson AT<lt;BR>&gt;&gt; =3D<BR>&gt;&gt;&gt;&gt;sbcglobal=20  
DOT=3D20<BR>&gt;&gt;&gt;&nbsp;net I'd be curious as to what it=20  
sounds=3D20<BR>&gt;&gt;&gt;&nbsp;=  
like.<lt;BR>&gt;&gt;<lt;BR>&gt;&gt; will=20  
Do<lt;BR>&gt;&gt; &gt;<lt;BR>&gt;&gt; =3D20<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;Neil<lt;BR>&gt;&gt; &gt;<lt;BR>&gt;&gt; &gt;<lt;BR>&gt;&gt; &gt;"Rod=20  
=3D<BR>&gt;&gt;&gt;&gt;Lincoln"=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
<lt;<lt;A=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=  
=3D<BR>&gt;&gt;&gt;&gt;href=3D3D"<A=20  
=  
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=  
mp;g'>mailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com<lt;/=  
A&gt;&g'</A>=3D<BR>&gt;&gt;&gt;&gt;t=3D20 <BR>&gt;&gt;&gt;&nbsp;=20  
wrote:<lt;BR>&gt;&gt; &gt;&gt;<lt;BR>&gt;&gt; &gt;&gt;OK..I got=20  
=3D<BR>&gt;&gt;&gt;&gt;everything=3D20<BR>&gt;&gt;&gt;&nbsp;=  
hooked backk up=20  
and sure enough, the crackle=20  
=  
=3D<BR>&gt;&gt;&gt;&gt;is<lt;BR>&gt;&gt;=3D3D&am p<lt;BR>&gt;&gt;back<lt;BR>&gt;&gt;=  
  
=3D20<BR>&gt;&gt;&gt;&nbsp;&gt;&gt;on bounce to disk...in the =  
left channel=20  
only, same as always. =  
=3D<BR>&gt;&gt;&gt;&gt;I=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
=3D3D<lt;BR>&gt;&gt;tried panning<lt;BR>&gt;&gt; &gt;&gt;&a

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Subject: Re: Logic Audio 8 ..mini Review  
Posted by [Gene Lennon\[4\]](#) on Sat, 20 Oct 2007 21:14:57 GMT  
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mp;g;everything =  
oppisite,=20  
=3D<BR>&gt;&gt;&gt;&gt;crackle,=3D20<BR>&gt;&gt;&gt;&nbsp;tried

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Subject: Re: Logic Audio 8 ..mini Review  
Posted by [Dedric Terry](#) on Sat, 20 Oct 2007 22:24:12 GMT  
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=  
lowering=20  
levels, crackle.<lt;BR>&gt;&gt; &gt;&gt;When I took all=20

=3D<BR>&gt;&gt;&gt;the=3D20<BR>&gt;&gt;&gt;&nbsp; tracks off =  
 the submixes=20  
 except for the drums=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 on&lt;BR&gt;=3D3D&lt;BR&gt;&gt;submix&am p;lt;BR&gt;&gt; &gt;&gt;1, there =  
 were NO=20  
 =3D<BR>&gt;&gt;&gt;&gt;crackles. There=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 were also NO=20  
 crackles when bouncing&lt;BR&gt;=3D3D&lt;BR&gt;&gt;aud io&lt;BR&gt;&gt; =  
  
 =3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;from any submix by=20  
 itself.=3D3D20&lt;BR&gt;&gt; &gt;&gt;This is =3D<BR>&gt;&gt;&gt;a =  
 24=20  
 bit=3D20<BR>&gt;&gt;&gt;&nbsp; mix with 24 bit tracks, so I tried =  
 (advice=20  
 from =3D<BR> &gt;&gt;&gt;=3D3D&lt;BR&gt;&gt; Aaron)&lt;BR&gt;&gt;=20  
 =3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;rendering&lt;BR&gt;&gt; =  
 &gt;&gt;some of the=20  
 tracks to 16 bit. I =  
 =3D<BR>&gt;&gt;&gt;rendered=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 all the drums (15 tracks) =3D3D&lt;BR&gt;&gt;and&lt;BR&gt;&gt; =  
 5&lt;BR&gt;&gt;=20  
 =3D<BR>&gt;&gt;&gt;&lt;BR>&gt;&gt;&gt;&nbsp; &gt;&gt;other tracks =  
 to 16=20  
 bit, leaving 10 tracks at 24 bit...Crackles=20  
 =3D<BR>&gt;&gt;&gt;&lt;BR>&gt;&gt;&gt;&nbsp;=20  
 came&lt;BR&gt;=3D3D&lt;BR&gt;&gt;back&am p;lt;BR&gt;&gt; &gt;&gt;when =  
 bouncing the=20  
 entire =3D<BR>&gt;&gt;&gt;mix.=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 That's where I'm=20  
 at. I can always do =3D3D&lt;BR&gt;&gt;the&lt;BR&gt;&gt; =20  
 =3D20<BR>&gt;&gt;&gt;&nbsp; spdif&lt;BR&gt;&gt; &gt;&gt;bounce =  
 method...it's=20  
 a real hassle because =3D<BR>&gt;&gt;&gt;of =  
 the=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 way my moitoring =3D3D&lt;BR&gt;&gt;and&lt;BR&gt;&gt; =  
 work&lt;BR&gt;&gt;=20  
 =3D<BR>&gt;&gt;&gt;&gt;&gt;flow=3D20 <BR>&gt;&gt;&gt;&nbsp; is, =  
 but it's=20  
 doable, and seems to work, but I'd like to get=20  
 =  
 =3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;&gt;this=3D20 <BR>&gt;&gt;&gt;&n=   
 bsp;=20  
 thing&lt;BR&gt;&gt; &gt;&gt;figured out.=3D3D20&lt;BR&gt;&gt;=20  
 =3D<BR>&gt;&gt;&gt;&gt;&gt;I've had =  
 it=3D20<BR>&gt;&gt;&gt;&nbsp; for=20  
 today. Going to crash.&lt;BR&gt;&gt; &gt;&gt;Rod&lt;BR&gt;&gt;=20  
 =3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;"Rod Lincoln"=20  
 &lt;&lt;A=3D20<BR>&gt;&gt;&gt;&nbsp; =

=3D<BR>&gt;&gt;&gt;&gt;href=3D3D"<A=20  
=  
href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=  
>mailto:rlincoln@nospamn.kc.rr.com"&gt;rlincoln@nospamn.kc.rr.com&lt;/A</=  
A>&gt;=3D<BR>&gt;&gt;&gt;&gt;&gt;=3D20 <BR>&gt;&gt;&gt;&gt;&nbsp;=20  
wrote:&lt;BR>&gt;&gt; &gt;&gt;&gt;&gt;&lt;BR>&gt;&gt; &gt;&gt;&gt;&gt;Well, I=20  
=3D<BR>&gt;&gt;&gt;&gt;THOUGHT I=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;had my =  
"bounce to=20  
disk" crackles whipped, but =3D3D&lt;BR>&gt;&gt;they=20  
=3D<BR> &gt;&gt;&gt;&gt;came&lt;BR>&gt;&g t; =  
=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;back. This time I re-patched and did a spdif bounce and=20  
=3D<BR>&gt;&gt;&gt;&gt;that=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=20  
seemed&lt;BR>&gt;=3D3D&lt;BR>&gt;&gt;to&am p;lt;BR>&gt;&gt; =  
&gt;cure&lt;BR>&gt;&gt;=20  
=3D<BR>&gt;&gt;&gt;&gt;&gt;&gt;&gt;it. =  
I=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;havn't=20  
tried it yet with bounce to disk to verify that=20  
the=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=  
=3D3D&lt;BR>&gt;&gt;crackling&lt;BR>&gt;&a mp;gt;=20  
&gt;&gt;&gt;&gt;comes back, but I bet =3D<BR>&gt;&gt;&gt;&gt;it will.=20  
I=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;wonder what could be causing=20  
this?&lt;BR>&gt;=3D3D&lt;BR>&gt;&gt;The&am p;lt;BR>&gt;&gt;=20  
=3D20<BR>&gt;&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;last&lt;BR>&gt;&gt; =  
&gt;&gt;&gt;&gt;time I=20  
did a fresh install of =3D<BR>&gt;&gt;&gt;&gt;my=20  
system=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;(via ghost) and it seemed=20  
=3D3D&lt;BR>&gt;&gt;to get&lt;BR>&gt;&gt; =  
=3D<BR>&gt;&gt;&gt;&gt;&gt;&gt;&gt;rid of=20  
it,=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;for a while. I'm going to try a =  
bounce to=20  
disk and see =3D3D&lt;BR>&gt;&gt;if=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=20  
the&lt;BR>&gt;&gt; &gt;&gt;&gt;&gt;crackles return.&lt;BR>&gt;&gt;=20  
=3D<BR> &gt;&gt;&gt;&gt;&gt;&gt;&gt;The= 3D20 <BR>&gt;&gt;&gt;&gt;&nbsp;=  
way my=20  
system is set up, because of space limitations,=20  
and=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=20  
the&lt;BR>&gt;=3D3D&lt;BR>&gt;&gt;fact&am p;lt;BR>&gt;&gt; =  
&gt;&gt;&gt;that&lt;BR>&gt;&gt;=20  
=3D<BR> &gt;&gt;&gt;&gt;&gt;&gt;&gt;I=3D 20 <BR>&gt;&gt;&gt;&gt;&nbsp;=  
have to have=20  
my drums basically in the mix position (facing=20  
the=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=  
=3D3D&lt;BR>&gt;&gt;other&lt;BR>&gt;&g t;=20  
&gt;&gt;&gt;way)&am

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Subject: Re: Logic Audio 8 ..mini Review  
Posted by [DJ](#) on Sat, 20 Oct 2007 22:55:11 GMT  
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p;lt;BR>> =3D<BR> >>>>>>>>make s it =

A=3D20<BR>&gt;&gt;&gt;&nbsp; FREAKIN PITA to crawl behind the gear =  
and=20

unplug the=3D20<BR>&gt;&gt;&gt;&nbsp;=

=3D3D&lt;BR&gt;&gt;spdif&lt;BR&gt;&g t;=20

cable<BR>> >>>going =3D<BR>>>>to=20

the=3D20<BR>&gt;&gt;&gt;&nbsp; DAC-1 and re-patch a cable loop. I =  
accidently=20

=3D3D&lt;BR&gt;&gt;unplugged=3D20<BR>&gt;&gt;&gt;&nbsp;=20

something<br>> >>>while doing it, and had to rip=20

=3D<BR>&gt;&gt;&gt;abouat half=3D20<BR>&gt;&gt;&gt;&nbsp; the =  
system out=20

to find  $\mathbf{v} = \mathbf{v}_1 + \mathbf{v}_2 + \mathbf{v}_3 + \mathbf{v}_4 + \mathbf{v}_5 + \mathbf{v}_6 + \mathbf{v}_7 + \mathbf{v}_8 + \mathbf{v}_9 + \mathbf{v}_{10}$

=3D20<BR>&qt;&qt;&qt;&qt;&nbsp;=20

ERRRRRRRRRRRRRRRRRRR!<br>& & & & & Rod<br>& & =20

=3D20<BR>&at:&at:&at:&at:&nbsp; &at:&at:&lt;BR&at:&at;=20

><BR>><BR>><BR>><BR>>I choose=20

=3D<BR>&gt;&gt;&gt;Polesoft=3D20<BR>&gt;&gt;&gt;&nbsp;=

Lockspam to fight=20

spam, and=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=20

you?&lt;BR&gt;&gt;http://www.polesoft.com/refer.html=20

=3D20<BR>&gt;&gt;&gt;&nbsp;=

&lt;BR&gt;&lt;BR&gt; !DOCTYPE HTML=20

PUBLIC "-//W3C//DTD HTML 4.0=3D20<BR>&qt;&qt;&qt;&qt;&nbsp;=20

$$=$$

Transitional//EN" &gt;&lt;BR&gt;&gt;&lt;HTML&gt;&lt;HEAD&gt;&lt;BR&gt;&gt;=

<META=3D20<BR>&quot;&quot;&quot;&quot;&nbsp;=20

http-equiv=3D3D3DContent-Type=20

content=3D3D3D"text/html;=3D20<BR>&gt;&gt;&gt;&nbsp;=20

=3D3D&lt;BR&gt;&gt; charset=3D3D3Diso-8859-1"&gt;&lt;BR&gt;&gt;&lt;META =

=3D<BR>&gt;&gt;&gt;content=3D3D3D"MSHTML=3D20 <BR>&gt;&gt;&gt;&nbsp;=

p:=20

6.00.2800.1400"=3D20<BR>&gt;&gt;&gt;&nbsp;=20

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=3D<BR> &gt;&gt;&gt;&gt;name=3D3D3DGENERATOR&gt; &lt;BR&gt;&gt;&lt;STYLE&gt;=

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t;><BODY=3D20<BR>>>>&nbsp;=20

bgColor=3D3D3D#ffffff>&lt;BR>&gt;&lt;DIV>&lt;FONT =

face=3D3D3DArial=20

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=3D<BR> &gt;&gt;&gt;&gt;size=3D3D3D2&gt;Hey=3D20 <BR>&gt;&gt;&gt;&nbsp;=

=20

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t;&lt;FONT=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
face=3D3D3DArial size=3D3D3D2&gt;Maybe you were right way back=20  
with=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
the&lt;BR>&gt;=3D3D&lt;BR>&gt;&gt;bad=3D20 <BR>&gt;&gt;&gt;&nbsp;=20  
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=3D<BR> &gt;&gt;&gt;&gt;UAD=3D3D20&lt;BR>&gt; &gt;assumption?&lt;/FONT&gt;&lt;=  
t;/DIV&gt;&lt;BR>&gt;&gt;&lt;DIV&gt;& & amp; amp; l=3D <BR>&gt;&gt;&gt;&gt;t;FONT=3D=  
20<BR>&gt;&gt;&gt;&nbsp;=20  
face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt;=20  
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=3D<BR> &gt;&gt;&gt;&gt;&lt;/DIV&gt;&lt; BR&gt;&gt;&lt;DIV&gt;&lt;FONT=3D20=  
<BR>&gt;&gt;&gt;&nbsp;=20  
face=3D3D3DArial size=3D3D3D2&gt;Still kickin' =  
Paris=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
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=3D3D&lt;BR>&gt;&gt;around,&lt;/FONT&gt;& & lt;/DIV&gt;&lt;BR&gt;&gt;&lt;DIV& amp ;=  
gt;&lt;FONT=20  
=3D<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
face=3D3D3DArial=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
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size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV& amp ;gt;&lt;BR&gt;&gt;&lt;DIV&gt;&lt;=  
FONT=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
face=3D3D3DArial =  
size=3D3D3D2&gt;&lt;/FONT&gt;=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
=  
=3D<BR> &gt;&gt;&gt;&gt;&lt;/DIV&gt;&lt; BR&gt;&gt;&lt;BLOCKQUOTE=3D3D20&lt;=  
;BR&gt;&gt;style=3D3D3D"PADDING-RIGHT:=20  
=3D<BR>&gt;&gt;&gt;&0px;=3D20<BR>&gt;&gt;&gt;&nbsp;=  
PADDING-LEFT: 5px;=20  
MARGIN-LEFT: 5px; =3D3D&lt;BR&gt;&gt;BORDER-LEFT: #000000=20  
=3D<BR>&gt;&gt;&gt;&2px solid;=3D20<BR>&gt;&gt;&gt;&nbsp;=  
MARGIN-RIGHT:=20  
0px"&gt;&lt;BR&gt;&gt; &lt;DIV&gt;"Rod =

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Subject: Re: Logic Audio 8 ..mini Review  
Posted by [Dedric Terry](#) on Sat, 20 Oct 2007 23:19:45 GMT  
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/>  
Lincoln"=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
&lt;&lt;A=3D3D20&lt;BR&gt;&gt;=20  
=3D3D&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20<BR >&gt;&gt;&gt;&nbsp;=20  
=  
=3D<BR>&gt;&gt;&gt;href=3D3D'mailto:rlincoln@nospam.kc.rr.com"&gt;rli=  
ncoln@nospam.kc.rr.com&lt;/A&gt;& amp;a=3D<BR>&gt;&gt;&gt;mp;g'&gt;mai=  
lto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/=3D<BR>&gt;g=  
t;&gt;&gt;&gt;&A&gt;& amp;g&lt;/A& gt;=3D3D&lt;BR&gt;&gt;t;=3D3D20&lt;BR&gt; ;=

&gt;=20  
 =3D20<BR>&gt;&gt;&gt;&gt;&nbsp;wrote in message =  
 &lt;A=3D3D20&lt;BR>&gt;&gt;=20  
 =3D3D&lt;BR>&gt;&gt;href=3D3D3D"&lt;A=3D20<BR >&gt;&gt;&gt;&nbsp;=20  
 =  
 =3D<BR>&gt;&gt;&gt;&gt;href=3D3D'news:472e82a3\$1@linux"&gt;news:472e82a3\$=  
 1@linux &lt;/A&gt;...&lt;/DIV&gt;&lt;BR>&gt;Neil=3D <BR>&gt;&gt;&gt;&gt;'&gt;=  
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 20&lt;BR>&gt;&gt;=20  
 =3D20<BR>&gt;&gt;&gt;&gt;&nbsp;thanks for your response. see my =  
 answers=20  
 interleaved=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=20  
 =  
 =3D3D&lt;BR>&gt;&gt;below&lt;BR>&gt;Rod&am p;lt;BR>&gt; "Neil"=3D3D20&lt;BR>&gt;&gt;=  
 ;=20  
 =3D<BR>&gt;&gt;&gt;&lt;&lt;A=3D20 <BR>&gt;&gt;&gt;&gt;&nbsp;=20  
 href=3D3D3D"&lt;A=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=20  
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 =3D<BR>&gt;&gt;&gt;&gt;href=3D3D'mailto:OIU@I.com"&gt;OIU@I.com&lt;/A'&gt;=  
 ;mailto:OIU@I.com"&gt;OIU@I.com&lt;=3D<BR> &gt;&gt;&gt;&gt;&lt;/A&lt;/A&gt;&g=  
 t;&gt;=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=20  
 =3D3D&lt;BR>&gt;&gt;wrote:&lt;BR>&gt;& &lt;BR>&gt;&gt;This=20  
 =3D<BR> &gt;&gt;&gt;&gt;is=3D3D20&lt;BR>&gt;& amp;gt;=20  
 weird...=3D20<BR>&gt;&gt;&gt;&nbsp;have you tried any of the=20  
 =  
 following:&lt;BR>&gt;&lt;BR>&gt;&g t;1.)=3D20 <BR>&gt;&gt;&gt;&nbsp;=  
 pan=3D3D20&lt;BR>&gt;&gt; everything to center, and then see if it =  
 still=20  
 =3D<BR>&gt;&gt;&gt;&gt;shows=3D20<BR>&gt;&gt;&gt;&nbsp;=  
 up&lt;BR>&gt;&gt;on the=20  
 =3D3D&lt;BR>&gt;&gt;left=3D3D20&lt;BR>&gt; &gt; channel? or =  
 =3D<BR>&gt;&gt;&gt;&gt;is=20  
 the=3D20<BR>&gt;&gt;&gt;&nbsp;crackling then=20  
 centered?&lt;BR>&gt;&lt;BR>&gt;Everything Panned=20  
 =  
 =3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR>&gt;& &gt;Ctr=3D20 <BR>&gt;&gt;&gt;&gt;&nb=  
 sp;=20  
 still=3D3D20&lt;BR>&gt;&gt; Crackles&lt;BR>&gt;&gt;&lt;BR>&gt;&gt; 2.)=20  
 =3D<BR>&gt;&gt;&gt;&gt;removing ALL=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=  
 plugins &amp;=20  
 EFX, and =3D3D&lt;BR>&gt;&gt;bouncing=3D3D20&lt;BR>&amp; &gt;&gt;=20  
 =3D<BR>&gt;&gt;&gt;&gt;dry/clean=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=20  
 like&lt;BR>&gt;&gt;that, with everything panned as you normally=20  
 =  
 =3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR>&gt;& &gt;would=3D20 <BR>&gt;&gt;&gt;&gt;=&nbsp;=20

for=3D3D20<BR>&gt; this<BR>&gt;mix? This includes anything =

=3D<BR>&gt;&gt;&gt;inserted=3D20<BR>&gt;&gt;&gt;&nbsp; across=20  
the=3D3D20<BR>&gt;&gt; 2-buss.<BR>&gt;<BR>&gt;Bounce with=20  
=3D<BR>&gt;&gt;&gt;No FX=3D20<BR>&gt;&gt;&gt;&nbsp; (Auxes, =  
both internal=20  
and external) =

=3D<BR> &gt;&gt;&gt;&gt;=3D3D<BR>&gt; &gt;still=3D3D20<BR>&gt;&gt;=20  
=3D20<BR>&gt;&gt;&gt;&nbsp; Crackles<BR>&gt;<BR>&gt;Bounce =  
with no=20  
plugs...this does produce a=20  
=3D<BR>&gt;&gt;&gt;crackle=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
=3D3D<BR>&gt;&gt;free=3D3D20<BR>&gt;&gt; bounce. I tried =  
this<BR>&gt;the=20  
=3D<BR>&gt;&gt;&gt;first time it=3D20<BR>&gt;&gt;&gt;&nbsp; =  
happened a=20  
couple weeks ago,<BR>&gt;=3D3D<BR>&gt;&gt;and=3D3 D20<BR>&gt;&gt; =

=3D<BR>&gt;&gt;&gt;thought I had it=3D20<BR>&gt;&gt;&gt;&nbsp; =

narrowed<BR>&gt;down to the UAD plugs. I re-ghosted=20  
=3D3D<BR>&gt;&gt;to=3D20<BR>&gt;&gt;&gt;&nbsp; =  
a=3D3D20<BR>&gt;&gt; sys=20  
version that had an earlier<BR>&gt;UAD =  
=3D<BR>&gt;&gt;&gt;install=20  
(can't=3D20<BR>&gt;&gt;&gt;&nbsp; remember the =  
=3D3D<BR>&gt;&gt;number,=20  
it=3D3D20<BR>&gt;&gt; had the Helios, =3D<BR>&gt;&gt;&gt;but not =

the=3D20<BR>&gt;&gt;&gt;&nbsp; Neve<BR>&gt;88)and the crackles =  
went away,=20  
=  
=3D<BR> &gt;&gt;&gt;&gt;so<BR>&gt;=3D3D&am p;<BR>&gt;&gt;I=3D3D20<BR>&gt;&gt;=  
gt;=20  
=3D20<BR>&gt;&gt;&gt;&nbsp; thought it was a software rev that=20  
Paris<BR>&gt;didn't like, but =3D<BR>&gt;&gt;&gt;just=20  
to=3D20<BR>&gt;&gt;&gt;&nbsp; =3D3D<BR>&gt;&gt;be sure =  
I=3D3D20<BR>&gt;&gt;=20  
reloaded the new version of =3D<BR>&gt;&gt;&gt;the=20  
UAD=3D20<BR>&gt;&gt;&gt;&nbsp; software<BR>&gt;(the one with the =

Neve<BR>&gt;=3D3D<BR>&gt;&gt;&lt;BR>&gt;&gt; =  
=3D<BR>&gt;&gt;&gt;88) and=20  
it=3D20<BR>&gt;&gt;&gt;&nbsp; still didn't crackle. At that point=20  
I<BR>&gt;thought it=20  
=  
=3D<BR> &gt;&gt;&gt;&gt;=3D3D<BR>&gt;&gt;might=3D20 <BR>&gt;&gt;&gt;&=

&nbsp;=20

be something else altogether and since I am in the middle of a mixing project=20  
that I'm using the Neve 88 plug on a lot (love what it does) =  
just went 3D 3D20<BR> for it, =  
listening closely =  
actually did 2 bounces of 3D3D<BR> every=20  
mix=3D3D20<BR> =  
and listened back to both at the same time, out of phase<BR>with=3D20<BR>=20  
each<BR>=3D3D<BR>other,= 3D3D20<BR> to hear =  
the difference, =3D<BR>since =  
the=3D20<BR>=20  
crackles appeared to=20  
=  
=3D<BR> be<BR>random.) <BR>=3D3D<BR>T=  
here=3D3D20<BR>=20  
=3D20<BR> were maybe 1 or 2 crackles per song on =  
a couple=20  
songs, and<BR>no =  
=3D<BR><BR>=20  
=3D3D<BR>crackles on=3D3D20<BR> the other 3 (that =  
I've done=20  
=3D<BR>so far). I'm=3D20<BR>=

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Subject: Re: Logic Audio 8 ..mini Review  
Posted by [LaMontt](#) on Sat, 20 Oct 2007 23:39:28 GMT  
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>  
wondering now=20  
if<BR>it is a =3D3D<BR>UAD=20  
=3D<BR> rev=3D3D20<BR> &gt;=20  
problem=3D20<BR> that only shows up after some =  
wear and=20  
tear on the<BR>sys.=3D20<BR>=20  
I'm<BR>=3D3D<BR>going=3D 3D20<BR> to re-ghost =  
and re-load=20  
the =3D<BR><BR> <BR> <BR>UAD =  
software=20

(Neve 88 ver) tommorrow =  
 =3D3D<BR>&gt;&gt;and=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 see=3D3D20<BR>&gt;&gt; what happens.&lt;BR>&gt;Just to =  
 reiterate...when=20  
 =3D<BR>&gt;&gt;&gt;I did a=3D20<BR>&gt;&gt;&gt;&nbsp; spdif =  
 bounce, even=20  
 =3D3D<BR>&gt;&gt;with my=3D3D20<BR>&gt;&gt; system as=20  
 =3D<BR>&gt;&gt;&gt;&gt;it&lt;BR>&gt;is=3D20 <BR>&gt;&gt;&gt;&nbsp; =  
 tonight,=20  
 there are no crackles. That's wierd.=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 Also&lt;BR>&gt;=3D3D<BR>&gt;&gt;the=3D3 D20<BR>&gt;&gt; crackles=20  
 never&lt;BR>&gt;show =  
 =3D<BR>&gt;&gt;&gt;&gt;till=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 listening to the bounced=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 =  
 =3D3D<BR>&gt;&gt;file.&lt;BR>&gt;&g t;&lt;BR>&gt;&gt;3.)=3D3D20<BR>&gt;&amp; ;=  
 gt; can=20  
 =3D<BR>&gt;&gt;&gt;&gt;you=3D20<BR>&gt;&gt;&gt;&nbsp; determine =  
 where the=20  
 crackle rears it's ugly =  
 head?&lt;BR>&gt;&gt;LOW,=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 =3D3D<BR>&gt;&gt;is it=3D3D20<BR>&gt;&gt; constant, more or less, =  
 or is it=20  
 =3D<BR>&gt;&gt;&gt;&gt;intermittent?=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 If&lt;BR>&gt;&gt;it's =  
 =3D3D<BR>&gt;&gt;intermittent,=3D3D20<BR>&gt;&gt; does=20  
 =3D<BR>&gt;&gt;&gt;&gt;it seem to=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 coincide with any=20  
 particular&lt;BR>&gt;&gt;instrument or=20  
 =  
 =3D<BR>&gt;&gt;&gt;&gt;=3D3D<BR>&gt;&gt;track?=3D20 <BR>&gt;&gt;&gt;&nbsp;=  
 &nbsp;=20  
 For=3D3D20<BR>&gt;&gt; example, could it be a=20  
 =3D<BR>&gt;&gt;&gt;&gt;particular&lt;BR>&gt;&gt;plugin=20  
 on=3D20<BR>&gt;&gt;&gt;&nbsp; the - let's say -=20  
 =3D3D<BR>&gt;&gt;cowbell=3D3D20<BR>&gt;&gt; track, which=20  
 =3D<BR>&gt;&gt;&gt;&gt;occurs=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 though&lt;BR>&gt;&gt;most of the song, but not on=20  
 =3D<BR>&gt;&gt;&gt;&gt;the=3D3D20<BR>&gt;&gt; &gt; =  
 =3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 (confounded) bridge?&lt;BR>&gt;&lt;BR>&gt;totally random...not in anyway =  
  
 =3D<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
 associated&lt;BR>&gt;=3D3D<BR>&gt;&gt;w ith a=3D3D20<BR>&gt;&gt; =  
 particular=20  
 =3D<BR>&gt;&gt;&gt;&gt;instrument.=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 Fairly&lt;BR>&gt;study though, like a bowl of rice=3D3D20<BR>&gt;&gt; =

=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 crispies.&lt;BR&gt;&gt;&lt;BR&gt;&gt; ;4.)=20  
 mute/disconnect the right=20  
 =3D<BR>&gt;&gt;&gt;channel=3D20<BR>&gt;&gt;&gt;&nbsp; when=20  
 =3D3D&lt;BR&gt;&gt;listening=3D3D20&lt;BR&am p;gt;&gt; back=20  
 to&lt;BR&gt;&gt;the=3D20<BR>&gt;&gt;&gt;&nbsp; crackle-infested =  
 bounce to=20  
 see if there's any =  
 =3D3D&lt;BR&gt;&gt;pattern=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 that=3D3D20&lt;BR&gt;&gt; &lt;BR&gt;&gt;might apply to=20  
 (3)=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 above?&lt;BR&gt;&lt;BR&gt;none&lt;BR&amp ;gt;&gt;&lt;BR&gt;&gt;5.)=20  
 Is=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 =3D3D&lt;BR&gt;&gt;the=3D3D20&lt;BR&gt;& amp;gt;=20  
 crackle happening on ALL systems? =3D<BR>&gt;&gt;&gt;LOW,=20  
 have=3D20<BR>&gt;&gt;&gt;&nbsp; you&lt;BR&gt;&gt;burned a CD of=20  
 =3D3D&lt;BR&gt;&gt;the=3D3D20&lt;BR&gt;& amp;gt; =  
 =3D<BR>&gt;&gt;&gt;bounced=20  
 tracks=3D20<BR>&gt;&gt;&gt;&nbsp; &amp; played it back on a=20  
 home&lt;BR&gt;&gt;stereo, in your=20  
 =  
 =3D<BR> &gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;car,=3D20 <BR>&gt;&gt;&gt;&n=20  
 bsp;=20  
 on=3D3D20&lt;BR&gt;&gt; headphones, etc? Is it possible=20  
 =3D<BR> &gt;&gt;&gt;that&lt;BR&gt;&g t;for =  
 some=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 odd reason the =3D3D&lt;BR&gt;&gt;crackle is=3D3D20&lt;BR&gt;&gt; due =  
 to=20  
 =3D<BR>&gt;&gt;&gt;something in=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 your&lt;BR&gt;&gt;monitoring setup that isn't showing=20  
 up=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 =3D3D&lt;BR&gt;&gt;on=3D3D20&lt;BR&gt;&a mp;gt; regular=20  
 playback, =3D<BR> &gt;&gt;&gt;but&lt;BR&gt;&gt; might=20  
 be=3D20<BR>&gt;&gt;&gt;&nbsp; showing up on a rendered=20  
 =  
 =3D<BR> &gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;file?&lt;BR&gt;This=3D3D20&lt;B=20  
 R&gt;&gt;=20  
 first=3D20<BR>&gt;&gt;&gt;&nbsp; came to my attention after I =  
 burned a CD of=20  
 test mixes for=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 =3D3D&lt;BR&gt;&gt;the&lt;BR&gt;client=3 D3D20&lt;BR&gt;&gt; and he =  
 called me=20  
 =3D<BR>&gt;&gt;&gt;after he got=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 home and=20  
 listened on his system=20  
 =3D3D&lt;BR&gt;&gt;(this&lt;BR&gt;was=3D 20 <BR>&gt;&gt;&gt;&nbsp;=20  
 an=3D3D20&lt;BR&gt;&gt; audio CD)so I would say it happens on all=20  
 =3D<BR>&gt;&gt;&gt;systems...but I=3D20<BR>&gt;&gt;&gt;&nbsp;=20

haven't=3D3D20&lt;BR>&gt; burnt&lt;BR>&gt;another CD yet.&lt;BR>&gt;It =  
=3D<BR>&gt;&gt;&gt;does happen=3D20<BR>&gt;&gt;&gt;&nbsp; on =  
my NS 10's as=20  
well as my&lt;BR>&gt;=3D3D&lt;BR>&gt;&gt;&lt;B R&gt;&gt; Mackie 824's.=20  
=3D<BR>&gt;&gt;&gt;&gt;The 824's=3D20<BR>&gt;&gt;&gt;&nbsp; are=20  
hooked&lt;BR>&gt;up thru the spdif out of =3D3D&lt;BR>&gt;&gt;the=20  
=3D<BR>&gt;&gt;&gt;&gt;mec=3D3D20&lt;BR>&gt;&gt;&gt; =  
=3D20<BR>&gt;&gt;&gt;&nbsp; to a=20  
DAC-1 to a PVC passive volume control.&lt;BR>&gt;The NS 10's=20  
are=3D20<BR>&gt;&gt;&gt;&nbsp; =  
hooked&lt;BR>&gt;=3D3D&lt;BR>&gt;&gt;up=20  
thru=3D3D20&lt;BR>&gt;&gt; 2 analogue outs from =  
=3D<BR>&gt;&gt;&gt;&gt;the Mec=20  
into=3D20<BR>&gt;&gt;&gt;&nbsp; a GFA power&lt;BR>&gt;amp. Crackles =  
  
exist&lt;BR>&gt;=3D3D&lt;BR>&gt;&gt;on=2 0  
=3D<BR>&gt;&gt;&gt;&gt;the=3D3D20&lt;BR>&gt;&gt;&gt; =  
=3D20<BR>&gt;&gt;&gt;&nbsp; left=20  
channel on both sets of speakers.&lt;BR>&gt;&gt;&lt;BR>&gt;&gt;6.)=20  
=3D<BR>&gt;&gt;&gt;&gt;What=3D20<BR>&gt;&gt;&gt;&nbsp; happens=20  
=3D3D&lt;BR>&gt;&gt;&gt;when=3D3D20&lt;BR>&gt;&gt;&gt; you open up an older=20  
=3D<BR>&gt;&gt;&gt;&gt;project that=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
you&lt;BR>&gt;&gt;DIDN'T have this problem=20  
=3D<BR>&gt;&gt;&gt;&gt;=3D3D&lt;BR>&gt;&gt;&gt;on...?=3D3D20&lt;BR>&gt;&gt;&gt;=20  
If=3D20<BR>&gt;&gt;&gt;&nbsp; you do a bounce with =  
that,&lt;BR>&gt;&gt;does=20  
it sound as it did =  
=3D<BR>&gt;&gt;&gt;&gt;before,=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
=3D3D&lt;BR>&gt;&gt;&gt;or does=3D3D20&lt;BR>&gt;&gt;&gt; it now have=20  
=3D<BR>&gt;&gt;&gt;&gt;the&lt;BR>&gt;&gt;&

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Subject: Re: Logic Audio 8 ..mini Review

Posted by [LaMontt](#) on Sat, 20 Oct 2007 23:57:53 GMT

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=3D3D&lt;BR>&gt;&gt;DOT=3D3D20&lt;BR>&gt;&gt;henderson =  
AT&lt;BR>&gt;&gt;sbglobal=20  
=3D<BR>&gt;&gt;&gt;&gt;DOT net I'd=3D20<BR>&gt;&gt;&gt;&nbsp; be =  
curious as to=20  
=3D3D&lt;BR>&gt;&gt;&gt;what it=3D3D20&lt;BR>&gt;&gt;&gt;=20  
sounds=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
like.&lt;BR>&gt;&lt;BR>&gt;&gt;will=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
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=3D<BR>&gt;&gt;&gt;&gt;=3D3D&lt;BR>&gt;&gt;&gt;Do&lt;BR>&gt;&gt;&lt;BR>&gt;&gt;N=  
eil&lt;BR>&gt;&gt;&lt;BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&lt;BR>&gt;&gt;"Rod=3D=

3D20<BR>&gt;=20  
 =3D20<BR>&gt;&gt;&gt;&gt;&nbsp; Lincoln" =  
 &lt;&lt;A=3D3D20<BR>&gt;&gt;=20  
 =3D3D&lt;BR>&gt;&gt;href=3D3D3D"&lt;A=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
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 =3D<BR>&gt;&gt;&gt;&gt;href=3D3D'mailto:rlincoln@nospam.kc.rr.com"&gt;rli=  
 ncoln@nospam.kc.rr.com&lt;/A&gt;&amp;a=3D<BR>&gt;&gt;&gt;&gt;mp;g'&gt;mai=  
 lto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/=3D<BR>&gt;&g=  
 t;&gt;&gt;&gt;A&gt;&amp;g&lt;/A&gt;=3D3D&lt;BR>&gt;&gt;t;=3D3D20&lt;BR>&gt; ;=  
 &gt;=20  
 =3D20<BR>&gt;&gt;&gt;&nbsp; =  
 wrote:&lt;BR>&gt;&gt;&lt;BR>&gt;&a mp;&gt;&gt;OK..I=20  
 got everything hooked =3D<BR>&gt;&gt;&gt;&gt;backk=20  
 up=3D20<BR>&gt;&gt;&gt;&nbsp; and =  
 =3D3D&lt;BR>&gt;&gt;sure=3D3D20&lt;BR>&gt; &gt;=20  
 enough, the crackle is=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 back&lt;BR>&gt;&gt;&gt;on=20  
 bounce to disk...in the left=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 =3D3D&lt;BR>&gt;&gt;channel=3D3D20&lt;BR>&gt;&gt; only, same as always. =  
 I=20  
 tried=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 panning&lt;BR>&gt;&gt;&gt;everything=20  
 oppisite,=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 =3D3D&lt;BR>&gt;&gt;crackle,=3D3D20&lt;BR>&gt;&gt; tried lowering=20  
 levels,=3D20<BR>&gt;&gt;&gt;&nbsp; crackle.&lt;BR>&gt;&gt;&gt;When =  
 I took all=20  
 the tracks =3D3D&lt;BR>&gt;&gt;off=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 the=3D3D20&lt;BR>&gt;&gt; submixes except for the drums=20  
 on=3D20<BR>&gt;&gt;&gt;&nbsp; submix&lt;BR>&gt;&gt;&gt;1, there =  
 were NO=20  
 =  
 =3D<BR>&gt;&gt;&gt;=3D3D&lt;BR>&gt;&gt;crackles.=3D3D20&lt;BR>&gt;&gt; =  
  
 =3D20<BR>&gt;&gt;&gt;&nbsp; There were also NO crackles when =  
 bouncing=20  
 audio&lt;BR>&gt;&gt;&gt;from=20  
 =3D<BR>&gt;&gt;&gt;&gt;any=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 =3D3D&lt;BR>&gt;&gt;submix=20  
 by=3D3D20&lt;BR>&gt;&gt; itself. &lt;BR>&gt;&gt;&gt;This =  
 =3D<BR>&gt;&gt;&gt;&gt;is a=20  
 24 bit=3D20<BR>&gt;&gt;&gt;&nbsp; mix with 24 bit tracks, so I=20  
 =3D3D&lt;BR>&gt;&gt;tried=3D3D20&lt;BR>&gt;&gt; ;&gt; =  
 =3D<BR>&gt;&gt;&gt;&gt;(advice=20  
 from=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 Aaron)&lt;BR>&gt;&gt;rendering&lt;BR>&gt;&amp;gt;&gt;some of the tracks=20  
 to=3D20<BR>&gt;&gt;&gt;&nbsp; =3D3D&lt;BR>&gt;&gt;16 =  
 bit.=3D3D20&lt;BR>&gt;&gt; I=20  
 rendered all the drums (15=20

=3D<BR>&gt;&gt;&gt;tracks)=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 and&lt;BR&gt;5&lt;BR&gt;&gt;&gt;othe r tracks =3D3D&lt;BR&gt;&gt;to=20  
 =3D<BR> &gt;&gt;&gt;&gt;16=3D3D20&lt;BR&gt;& amp;gt; =  
 =3D20<BR>&gt;&gt;&gt;&nbsp; bit,=20  
 leaving 10 tracks at 24 bit...Crackles came=20  
 =  
 =3D<BR> &gt;&gt;&gt;&gt;back&lt;BR&gt;&g t;&gt;when=3D20 <BR>&gt;&gt;&gt;=  
 ;&nbsp;=20  
 =3D3D&lt;BR&gt;&gt;bouncing=3D3D20&lt;BR& amp ;gt;&gt; the entire mix. =  
 That's where=20  
 =3D<BR>&gt;&gt;&gt;I'm at. I can=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 always=20  
 do=3D3D20&lt;BR&gt;&gt;=20  
 =  
 =3D<BR> &gt;&gt;&gt;&gt;the&lt;BR&gt;spdif&a mp;lt;BR&gt;&gt;&gt;bounce=3D20 <BR=  
 >&gt;&gt;&gt;&nbsp;=20  
 method...it's a real hassle because of =3D3D&lt;BR&gt;&gt;the=20  
 =3D<BR> &gt;&gt;&gt;&gt;way=3D3D20&lt;BR&gt; &gt; =  
 my=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 moitoring and&lt;BR&gt;work&lt;BR&gt;&gt;&gt;f low is, but it's doable, =  
  
 =3D<BR>&gt;&gt;&gt;and=3D20<BR>&gt;&gt;&gt;&nbsp; =  
 =3D3D&lt;BR&gt;&gt;seems=20  
 to=3D3D20&lt;BR&gt;&gt; work, but I'd like to get=20  
 this=3D20<BR>&gt;&gt;&gt;&nbsp; thing&lt;BR&gt;&gt;&gt;figured=20  
 out.=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 =3D3D&lt;BR&gt;&gt;&lt;BR&gt;&gt;& am p;gt;I've=3D3D20&lt;BR&gt;&gt; had it =  
 for today.=20  
 =3D<BR>&gt;&gt;&gt;Going to=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 =  
 crash.&lt;BR&gt;&gt;&gt;Rod&lt;BR&gt; ;&gt;&gt; "Rod=3D20<BR>&gt;&gt;&gt;=  
 ;&nbsp;=20  
 =3D3D&lt;BR&gt;&gt;Lincoln"=3D3D20&lt;BR&gt;&gt; =  
 &lt;&lt;A=3D3D20&lt;BR&gt;&gt;=20  
 =3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 =3D3D&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20<BR >&gt;&gt;&gt;&nbsp;=20  
 =  
 =3D<BR>&gt;&gt;&gt;href=3D3D'mailto:rlincoln@nospamn.kc.rr.com"&gt;rl=  
 incoln@nospamn.kc.rr.com&lt;/A'=3D<BR>&gt;&gt;&gt;&gt;mailto:rlincoln=  
 @nospamn.kc.rr.com"&gt;rlincoln@nospamn.kc.rr.com&lt;/A&lt;/=3D<BR>&gt;&g=  
 t;&gt;&gt;A&gt;&gt;=3D3D&lt;BR&gt;&a mp;gt;&gt;=3D3D20&lt;BR&gt;&gt;=20  
 =3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 wrote:&lt;BR&gt;&gt;&gt;&lt;BR&a mp;gt;&gt;&gt;&Well, I THOUGHT I=20  
 =3D<BR>&gt;&gt;&gt;had my=3D20<BR>&gt;&gt;&gt;&nbsp; "bounce=20  
 =3D3D&lt;BR&gt;&gt;to=3D3D20&lt;BR&gt;&a mp;gt; disk" crackles whipped, but =  
  
 =3D<BR>&gt;&gt;&gt;they=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 came&lt;BR&gt;&gt;&gt;&gt;back. This time I =

=3D3D<BR>&gt;&lt;BR>&gt;=20  
=3D<BR>&gt;&gt;&gt;re-patched=3D20<BR>&gt;&gt;&gt;&nbsp; and =  
did a spdif=20  
bounce and that seemed=3D3D20<BR>&gt;&gt; =  
=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
to<BR>&gt;&gt;cure<BR>&gt;&gt;& a mp;gt;&gt;it. I havn't tried it yet=20  
=  
=

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Subject: Re: Logic Audio 8 ..mini Review  
Posted by [Dedric Terry](#) on Sun, 21 Oct 2007 01:15:56 GMT  
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3D<BR>&gt;&gt;&gt;with=3D20<BR>&gt;&gt;&gt;&nbsp; bounce to=20  
=3D3D<BR>&gt;&gt;disk to=3D3D20<BR>&gt;&gt; verify that=20  
the=3D20<BR>&gt;&gt;&gt;&nbsp; =  
crackling<BR>&gt;&gt;&gt;comes back,=20  
but I bet it=20  
=  
=3D<BR>&gt;&gt;&gt;=3D3D<BR>&gt;&gt; gt;will.=3D20 <BR>&gt;&gt;&gt;&=   
&nbsp;=20  
I=3D3D20<BR>&gt;&gt; wonder what could be causing=20  
this?=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
=  
=3D3D<BR>&gt;&gt;The<BR>&gt;&gt; &gt;last<BR>&gt;&gt;&gt;time=3 D=  
20<BR>&gt;&gt;&gt;&nbsp;=20  
I=3D3D20<BR>&gt;&gt; did a fresh install of my system (via ghost) =  
and=20  
=3D<BR>&gt;&gt;&gt;it seemed=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
to=3D3D20<BR>&gt;&gt; get<BR>&gt;&gt;&gt;rid of it, for a =  
while.=20  
=3D<BR>&gt;&gt;&gt;I'm going=3D20<BR>&gt;&gt;&gt;&nbsp; to try =  
a bounce=20  
=3D3D<BR>&gt;&gt;to disk=3D3D20<BR>&gt;&gt; and see=20  
if=3D20<BR>&gt;&gt;&gt;&nbsp; the<BR>&gt;&gt;&gt;&crackles=20  
return.<BR>&gt;&gt;&gt;The way=20  
=3D<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
=3D3D<BR>&gt;&gt;my=3D3D20<BR>&gt;&gt;& a mp;gt; system is set up, because =  
of space=20  
=3D<BR>&gt;&gt;&gt;limitations,=3D20<BR>&gt;&gt;&gt;&nbsp; and =  
  
the=3D3D20<BR>&gt;&gt;=20  
=  
=3D<BR>&gt;&gt;&gt;fact<BR>&gt;&gt;g t;&gt;that<BR>&gt;&gt;&gt;I=3D =  
20<BR>&gt;&gt;&gt;&nbsp;=20  
have to have my drums basically =3D3D<BR>&gt;&gt;in =  
the=3D3D20<BR>&gt;&gt;=20  
=3D<BR>&gt;&gt;&gt;mix position=3D20<BR>&gt;&gt;&gt;&nbsp; =

(facing the=20  
other<BR>>>way)<BR> ;>>>makes=20  
it=3D20<BR>>>&nbsp; =  
=3D3D<BR>>>A=3D3D20<BR>&am p;> FREAKIN=20  
PITA to crawl behind the gear =3D<BR>>>>>and=20  
unplug=3D20<BR>>>&nbsp; the=3D3D20<BR>>>=20  
spdif<BR>cable<BR>>>&g t;>going =  
=3D<BR>>>>>to=20  
the=3D20<BR>>>&nbsp; DAC-1 and re-patch a cable=20  
=3D3D<BR>>>loop. I=3D3D20<BR>>>=20  
=3D<BR>>>>>accidently=3D20<BR >>>&nbsp; =  
unplugged=20  
something<BR>>>>>while doing it, and had=20  
=  
=3D<BR> >>>>=3D3D<BR>& gt;to=3D20 <BR>>>>&nbsp;=20  
rip=3D3D20<BR>>> abouat half the system out to=20  
=3D<BR> >>>>>find=3D3D20<BR>>> ;> =  
=3D20<BR>>>>>&nbsp;=20  
=  
=3D<BR> >>>>=3D3D<BR>& gt;it.<BR>ERRRRRRRRRRRRRRRRRRRR!=  
<BR>>>>>Rod<BR>=3D<BR > >>>>>& ;lt;BR&=  
gt;>><BR><BR>/BLO=3D3D<BR>& ;gt;>>CKQUOTE<BR>>>=3D <=  
BR> >>>>><BR><BR>/DIV<BR><BR> FONT=3D20 <BR>>>>>&nbsp;=20  
size=3D3D3D2<BR><BR><BR>I choose Polesoft Lockspam to =  
fight=20  
=3D<BR>>>>>spam,=3D20<BR>>>>&nbsp;=20  
=  
=3D<BR> >>>>=3D3D<BR>& gt;and=3D3D20<BR>>>you?<BR>=  
;BR><BR>A=3D3D20<BR>>>href=3D 3D3D "<BR>>>>>g=  
t;&nbsp;=20  
=  
=3D<BR>>>>>href=3D3D'http://www.polesoft.com/refer.html">h=  
ttp://www.polesoft.com/refer=3D<BR>>>>>'>http://www.poleso=  
ft.com/refer.html">http://www.polesoft.com/refer<BR><BR>A=3D<BR>>>&=  
gt;>>>=3D3D<BR>>>.html& lt;/A>=3D20 <BR>>>>&nb=  
sp;=20  
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=3D<BR> >>>><BR>/FONT<BR><BR>/DIV<BR><BR>/BODY<BR><BR>/HTML<BR>=  
;<BR><BR><BR><BR><BR><BR>=3D <BR>>>>>BLOCKQ=  
UOTE<BR><BR>/BODY<BR><BR>/HTML<BR><BR>>>>> <BR>>>>>>=  
;<BR>>>><BR>>><BR>><BR><BR></BLOCKQUOTE></BODY></HTML>

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- 2) bounce on another disk than the one you have your audio files/.

- 3) DON'T use VST/DX plugin together with "external" on same track ,mixdown...
- 4) make your Paris disk cache 5mb bigger...

Hope these might help,  
Regards,  
Dimitrios

"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:

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TCB

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>  
><begin paste>  
>  
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>The Leopard Chronicles: Mac Hell Unleashed  
>November 2 2007 5:36 AM PDT  
>  
> By Shelly Palmer  
>  
>  
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your

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to

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>

>Erase my hard drive?

>

>09:45am -- The First Customer Service Call -- To be fair, this was the first  
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if

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>"No," she said. "You will have to erase and partition your drive using disk

>utility. But here's the good news ... just copy your disk image onto the

>newly partitioned drive, shift-double-click the mounted image and next time

>you reboot your computer it will wake up exactly like your pre-Leopard build."

>

>Wow, that's going to be easy. I have the disk image, I have a back up incase  
>it fails, I have the whole disk and all the files in several places. OK,  
>let's go for it.

>

>11:00am -- Partition Trauma -- you know what? It's really hard to erase  
a

>perfectly healthy computer even if you think you're going to make it better.

>What a painful thing to have to do. But, after a short prayer to the computer

>gods, I erased and GUID partitioned the drive. The process was very fast

>-- sort of like ripping a band-aid off a cut. It only hurt for a second.

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>11:15am -- The Leopard Install Redux -- just as promised, about 40 minutes

>later, OS X 10.5 Leopard was installed on my computer. Visually, it is slightly

>different from OS X 10.4 Tiger. My first impression was that the newly translucent

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---

---

re wondering, my personal computer  
is

>a 17" MacBook Pro with an Intel 2.4 GHz Core 2 Duo and 4 GB of RAM. It has  
>a 200 GB, 7200 rpm aftermarket hard drive. It was running the latest, most  
>up-to-date versions of Tiger.

>

>Here's a list of what you can look forward to if you need to erase your  
drive

>to install Leopard. It may also happen if you simply use the migration assistant.

>

>Firefox can't download because it doesn't think it's allowed to (none of

>the obvious fixes seem to help)

>Final Cut Studio needed a serial number

>Logic Studio needed a serial number

>Adobe CS2 needed serial numbers for every program

>Adobe Studio (all the Macromedia programs, Dreamweaver, Flash, Fireworks,  
>etc,) needed to be reinstalled

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>Transmit (ftp client) no problem

>iPhoto - find the new directory and point to it

>iTunes - lost an install, if I had been maxed, I would have had to call

Apple

>and get another login or something. I would really like to have my machine

>authorization back, because I have another machine that I had to deauthorize

>to authorize this one

>Parallels - astoundingly no problem

>Flip4mac - no problem

>WireTap Studio - needed serial number

>Prompt (teleprompter software) no problem

>iWork '08 no problem

>All printer drivers - gone -- all needed to be reinstalled

>Microsoft Office 2004 - quirky, but after opened a few times, seemed to  
calm

>down and work

>Quicksilver - no problem

>Skype - no problem

>On2 Flix Pro -- complete reinstall

>Elgato Turbo264 - no problem

>

>

>Shelly Palmer is Managing Director of Advanced Media Ventures Group LLC  
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>& Sciences an organization dedicated to education and leadership in the areas

>of technology, media and entertainment. Palmer also oversees the Advanced

>science and technology of advanced media. You can read Shelly's blog here.

>Shelly can be reached at shelly@palmer.net

></end paste>

>

>D.

thanks, but that stuff's all been thought of or not applicable

keep thinking though :-)

Rod

"Dimitrios" <musurgio@NOSPAM.gr> wrote:

>

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>>Rod

>Hey it's only \$109.00 at Amazon and I hear there is a \$10.00 coupon floating around, which brings it to \$99.00. Or you could join ADC for \$99.00 and get it for free\* Hey and guess what, It will run real audio programs.

By the way, Mac OSX 10.5 is considered a major upgrade, not an incremental one.

"TCB" <nobody@ishere.com> wrote:

>

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slightly  
>>different from OS X 10.4 Tiger. My first impression was that the newly  
translucent  
>>top menu bar was going to bother me forever. It probably will.  
>>  
>>01:00pm -- The Fun Begins -- It took an hour to copy the .dmg file to my  
>>empty Leopard computer. I mounted the disk image and then shift-double-clicked  
>>it. The image dramatically increased in size then faded away. In its place

>>was an open directory that looked exactly like my old Macintosh HD directory.  
>>Perfect. A quick reboot and I'll be done.  
>>  
>>  
>> -----  
>>Check out the Shelly Palmer Report archive.  
>> -----  
>>  
>>01:04pm -- WTF? You know you would not be reading this article if this  
trick  
>>worked. It didn't. You also know that the definition of insanity is doing  
>>the same thing over and over again and expecting a different result. I  
tried  
>>the shift-double-click trick about four more times while I dialed Apple  
>tech  
>>support to try to get into the queue.  
>>  
>>02:14pm -- Apple Tech Support, an Oxymoron -- If my first tech support  
person  
>>had a thick foreign accent, I don't even know how to describe the language  
>>this gentleman spoke. After I described my problem to him he said, "I am  
>>not qualified to help you, you must talk to Level 2 tech support. Can I  
>put  
>>you in their queue? The wait time will be about 15 minutes." The line magically  
>>disconnected after 30 minutes forcing me to call back and go through the  
>>process again.  
>>  
>>The songs they play on hold at Apple Tech support are not for everybody.  
>>I'm being overly polite.  
>>  
>>04:32pm -- Level 2 Tech Support -- I have a new best friend at Apple, her  
>>name is Dawn. English is absolutely her first language and she could not  
>>have been nicer on the phone. There was only one problem. She had no idea  
>>why Leopard would not permanently mount this disk image. In fact, she told  
>>me a story about her Friday evening Leopard experience. Truthfully, I'm  
>surprised  
>>she was able to function at work on Saturday. Just a few tidbits of Apple  
>>knowledge from our call ...  
>>  
>>Yes, I found a bug. Engineering would take five to seven days to get back  
>>to me with a workaround or solution. She copied every file from her old  
>hard  
>>drive to her Leopard hard drive by hand (one at a time). She didn't know  
>>if my suggested work around would work because Leopard was "too new." The  
>>five different things we tried together (that she thought would work) all  
>>failed. No, there is no published list of files you can manually copy from  
>>Tiger to Leopard with any reasonable expectation of success. If my proposed  
>>solution didn't work I could wait for Apple Engineering to fix the bug

or  
>>try to reinstall my old operating system. Ugh!  
>>  
>>She gave me her name, email and a direct dial phone number at Apple and  
>told  
>>me to contact her anytime. I appreciated the concern, but I still didn't  
>>have a working computer.  
>>  
>>06:12pm -- My Work-around -- This is not my first rodeo and I am not a  
computer  
>>novice. The workaround was obvious to me, but what a huge pain in the butt.  
>>Here it is in shorthand for the techno-geeks who care.  
>>  
>>1) copy the disk image to an external drive (1 hour).  
>>  
>>2) mount the drive and launch the Apple migration assistant. (4 hours)  
>>  
>>3) rename your admin account and short name appropriately (or you'll be  
>forced  
>>to edit every program that stores data in your user account).  
>>  
>>4) set the startup for your new account so that you don't

---

---

Subject: Re: Logic Audio 8 ..mini Review  
Posted by [Dedric Terry](#) on Sun, 21 Oct 2007 01:45:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

have to ever  
see  
>>the phantom account you were forced to setup.  
>>  
>>5) get ready to reinstall a bunch of programs and re-enter 60% of your  
serial  
>>numbers.  
>>  
>>11:30pm -- Almost done -- Leopard is running on my computer. Almost every  
>>program came back to life. I probably spent two-three more hours over the  
>>next few days tweaking and re-installing stuff to get the computer working  
>>more or less like it did before the upgrade. And, sadly, I am seriously  
>considering  
>>wiping the drive again, reinstalling Leopard and reinstalling my programs  
>>from scratch. There's something not quite right about this install.  
>>  
>>Epilog -- Was it worth it? No. Should you attempt an upgrade to Leopard?  
>>If you don't have to erase your drive, you won't have this experience.  
The  
>>300 new features that Apple lists on their site are all incremental improvements

>>over Tiger. Safari is still slow, spotlight is better, cover flow, as a  
>way  
>>to view a folder, is wonderful and it's far more useful than I ever imagined  
>>it would be. And, on this computer, Time Machine (Apple's "set it and forget  
>>it" backup software) does not work.  
>>  
>>Post Script -- For those of you who are wondering, my personal computer  
>is  
>>a 17" MacBook Pro with an Intel 2.4 GHz Core 2 Duo and 4 GB of RAM. It  
has  
>>a 200 GB, 7200 rpm aftermarket hard drive. It was running the latest, most  
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>></end paste>

>>  
>>  
>Neil...I don't think that's it, but what the heck, it's worth a try. I re-ghosted  
my system this morning, and haven't had a chance to check it yet, as I've  
been tracking all day. I expect the problem to be temporarily gone, as this  
is what happened the last time I restored a ghost image. When I come up for  
air, and can try the plug....assuming the crackles are back, which I expect  
them not to be till I get into some heavy duty mixing.

Thanks

Rod

"Neil" <OIU@OIU.com> wrote:

>  
>You know, the only other thing I can think of is that it's an  
>input overload problem with one of your UAD plugins. Consider  
>trying this: Get a simple VST gain plugin like this one:

>  
><http://www.gvst.co.uk/dl070421/GGain-GJ.zip>

>  
>Insert it BEFORE every UAD plugin you're using, dropping the  
>gain by let's say 5db, then on the UAD plug's output, make up  
>the 5db difference.

>  
>Neil

>  
>  
>  
>  
>  
>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>>  
>>Yeah, I did that when this initially started, a couple weeks ago.  
>>Rod  
>>"Neil" <OIU@IOU.com> wrote:

>>>  
>>>And you've already done the usual stuff like removing your EDS  
>>>cards, cleaning off the contacts & re-seating them, etc?  
>>>  
>>>Neil  
>>>  
>>>  
>>>  
>>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:  
>>>>  
>>>>Tom, I've already done that. It's not that. It's definitiatly something  
>that  
>>>>only shows up on the bounced to disk file. Also it's totally random and  
>>>not  
>>>>at all related to any single audio event.  
>>>>Rod  
>>>>"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>>>>>  
>>>>>  
>>>>>Okay Rod,  
>>>>>How about one track with the UAD plugs  
>>>>>that has a few rough spots that are amplified  
>>>>>by the plugin set?  
>>>>>  
>>>>>Mute one track at a time to find it. PITA for sure.  
>>>>>???  
>>>>>Tom  
>>>>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =  
>>>>>news:472f2455\$1@linux...  
>>>>>  
>>>>> I agree with you, except that when I play back an old project that  
>=  
>>>>>didn't  
>>>>> have the problem, it doesn't crackl, even with more tracks and the  
>=  
>>>>>same plugs  
>>>>> as the ppj's that crackle.=20  
>>>>> Rod  
>>>>> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
>>>>> >  
>>>>> >  
>>>>> >Hey Rod,  
>>>>> >Do the crackles repeat themselves in exactly the same places  
>>>>> >on play back? If not, I'd look at hardware. Do they show up  
>>>>> >in the waveform or are they to low in level? =3D20  
>>>>> >  
>>>>> >If you suspect hardware I'd think CPU, fan (make it cold!) or  
>>>>> >power supply. Not in that order. Start with the cheapest fixes

=

>>>>>first.

>>>>> >Maybe you were right way back with the bad UAD assumption?

>>>>> >

>>>>> >Still kickin' Paris around,

>>>>> >Tom

>>>>> >

>>>>> > "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D

>>>>> >news:472e82a3\$1@linux...

>>>>> >

>>>>> > Neil, thanks for your response. see my answers interleaved below

>>>>> > Rod

>>>>> > "Neil" <OIU@l.com> wrote:

>>>>> > >

>>>>> > >This is weird... have you tried any of the following:

>>>>> > >

>>>>> > >1.) pan everything to center, 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 external) still =

>>>>>>Crackles

>>>>> >

>>>>> > Bounce with no plugs...this does produce a crackle free bounce.

>|

>>>=

>>>>>=3D

>>>>> >tried this

>>>>> > the first time it happened a couple weeks ago, and thought I had

>>it

>>>>=

>>>>> =3D

>>>>> >narrowed

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

>>=

>>>>>=3D

>>>>> >earlier

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

not

>>>>=

>>>>>the

>>>>> =3D

>>>>> >Neve

```

>>>>> > 88)and the crackles went away, so I thought it was a software rev
>>>=
>>>>>that
>>>>> =3D
>>>>> >Paris
>>>>> > didn't like, but just to be sure I reloaded the new version of
the
>>>>=
>>>>>UAD
>>>>> =3D
>>>>> >software
>>>>> > (the one with the Neve 88) and it still didn't crackle. At that
>>=
>>>>>point
>>>>> =3D
>>>>> >I
>>>>> > thought it might be something else altogether and since I am in
>the
>>>>=
>>>>>=3D
>>>>> >middle
>>>>> > of a mixing project that I'm using the Neve 88 plug on a lot (love
>>>>=
>>>>>=3D
>>>>> >what it
>>>>> > does) I just went for it, listening closely to bounces. I actually
>>>>=
>>>>>did
>>>>> =3D
>>>>> >2
>>>>> > bounces of every mix and listened back to both at the same time,
>>=
>>>>>out =3D
>>>>> >of phase
>>>>> > with each other, to hear the difference, since the crackles =
>>>>>appeared =3D
>>>>> >to be
>>>>> > random.) There were maybe 1 or 2 crackles per song on a couple
=
>>>>>songs,
>>>>> =3D
>>>>> >and
>>>>> > no crackles on the other 3 (that I've done so far). I'm wondering
>>>=
>>>>>now
>>>>> =3D
>>>>> >if
>>>>> > it is a UAD rev problem that only shows up after some wear and

```

tear  
>>>>=  
>>>>>on  
>>>>> =3D  
>>>>> >the  
>>>>> > sys. I'm going to re-ghost and re-load the=3D20  
>>>>> > UAD software (Neve 88 ver) tommorrow and see what happens.  
>>>>> > Just to reiterate...when I did a spdif bounce, even with my system  
>>>>=  
>>>>>as  
>>>>> =3D  
>>>>> >it  
>>>>> > is tonight, there are no crackles. That's wierd. Also the crackles  
>>>>=  
>>>>>=3D  
>>>>> >never  
>>>>> > show till listening to the bounced file.  
>>>>> > >  
>>>>> > >3.) can you determine where the crackle rears it's ugly head?  
>>>>> > >IOW, is it constant, more or less, or is it intermittent? If  
>>>>> > >it's intermittent, does it seem to coincide with any particular  
>>>>> > >instrument or track? For example, could it be a particular  
>>>>> > >plugin on the - let's say - cowbell track, which occurs though  
>>>>> > >most of the song, but not on the (confounded) bridge?  
>>>>> >  
>>>>> > totally random...not in anyway associated with a particular =3D  
>>>>> >instrument. Fairly  
>>>>> > study though, like a bowl of rice crispies.  
>>>>> > >  
>>>>> > >4.) mute/disconnect the right channel when listening back to  
>>>>> > >the crackle-infested bounce to see if there's any pattern =  
>>>>>that=3D20  
>>>>> > >might apply to (3) above?  
>>>>> >  
>>>>> > none  
>>>>> > >  
>>>>> > >5.) Is the crackle happening on ALL systems? IOW, have you  
>>>>> > >burned a CD of the bounced tracks & played it back on a home  
>>>>> > >stereo, in your car, on headphones, etc? Is it possible that  
>>>>> > >for some odd reason the crackle is due to something in your  
>>>>> > >monitoring setup that isn't showing up on regular playback, but  
>>>>> > >might be showing up on a rendered file?  
>>>>> > This first came to my attention after I burned a CD of test mixes

---

Subject: Re: Logic Audio 8 ..mini Review  
Posted by [Bill L](#) on Sun, 21 Oct 2007 03:13:11 GMT

spdif out of the mec to a DAC-1 to a PVC passive volume  
>>>>=  
>>>>=3D  
>>>> >control.  
>>>> > The NS 10's are hooked up thru 2 analogue outs from the Mec into  
>>a  
>>>>=  
>>>>>GFA  
>>>> =3D  
>>>> >power  
>>>> > amp. Crackles exist on the left channel on both sets of speakers.  
>>>> > >  
>>>> > >6.) What happens when you open up an older project that you  
>>>> > >DIDN'T have this problem on...? If you do a bounce with that,  
>>>> > >does it sound as it did before, or does it now have the  
>>>> > >crackles in it?  
>>>> >  
>>>> > Not nearly as bad...No study diet of rice crispies, but there were  
>>>>=  
>>>>>a =3D  
>>>> >couple  
>>>> > of crackles (random, I bounced twice and listened to both mixes  
out  
>>>>=  
>>>>>of  
>>>> =3D  
>>>> >phase,  
>>>> > set markers at the crackles, and verified by listening one at a  
>=  
>>>>>time)  
>>>> =3D  
>>>> >This  
>>>> > also leads me to believe it's some sort of ppj corruption brought  
>>>>=  
>>>>>on =3D  
>>>> >by the  
>>>> > UAD stuff, only it happens over time, but I haven't been able to  
>>=  
>>>>>=3D  
>>>> >verify this  
>>>> > yet.  
>>>> > >  
>>>> > >7.) Have you tried physically swapping your left speaker with  
>>>> > >your right speaker?  
>>>> > swapping speakers make no difference, swapping the cables leading  
>>>>=  
>>>>>to =3D

>>>> >the  
 >>>> > speakers makes it happen in the right speaker.  
 >>>> > >  
 >>>> > >Just trying to think of things to try & narrow it down by  
 >>>> > >process of elimination.  
 >>>> >  
 >>>> > I appreciate your thought process. If this makes a light go off  
 >for  
 >>>>=  
 >>>>=3D  
 >>>> >you,  
 >>>> > please let me know.  
 >>>> > >  
 >>>> > >Can you e-mail me an mp3 file of any song or songs that it's  
 >>>> > >doing this on? If so, send it to: neil DOT henderson AT  
 >>>> > >sbcglobal DOT net I'd be curious as to what it sounds like.  
 >>>> >  
 >>>> > will Do  
 >>>> > >  
 >>>> > >Neil  
 >>>> > >  
 >>>> > >  
 >>>> > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:  
 >>>> > >>  
 >>>> > >>OK..I got everything hooked backk up and sure enough, the crackle  
 >>>>=  
 >>>>>is  
 >>>> =3D  
 >>>> >back  
 >>>> > >>on bounce to disk...in the left channel only, same as always.  
 >I  
 >>>=  
 >>>>=3D  
 >>>> >tried panning  
 >>>> > >>everything oppisite, crackle, tried lowering levels, crackle.  
 >>>> > >>When I took all the tracks off the submixes except for the drums  
 >>>>=  
 >>>>>on  
 >>>> =3D  
 >>>> >submix  
 >>>> > >>1, there were NO crackles. There were also NO crackles when =  
 >>>>>bouncing  
 >>>> =3D  
 >>>> >audio  
 >>>> > >>from any submix by itself.=3D20  
 >>>> > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice from  
 >>>>=  
 >>>>=3D

>>>>> >Aaron)  
 >>>>> > >rendering  
 >>>>> > >>some of the tracks to 16 bit. I rendered all the drums (15 =  
 >>>>>tracks) =3D  
 >>>>> >and  
 >>>>> > 5  
 >>>>> > >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles  
 >>=  
 >>>>>came  
 >>>>> =3D  
 >>>>> >back  
 >>>>> > >>when bouncing the entire mix. That's where I'm at. I can always  
 >>=  
 >>>>>do =3D  
 >>>>> >the  
 >>>>> > spdif  
 >>>>> > >>bounce method...it's a real hassle because of the way my =  
 >>>>>moitoring =3D  
 >>>>> >and  
 >>>>> > work  
 >>>>> > >>flow is, but it's doable, and seems to work, but I'd like to  
 get  
 >>>>=  
 >>>>>=3D  
 >>>>> >this thing  
 >>>>> > >>figured out.=3D20  
 >>>>> > >>I've had it for today. Going to crash.  
 >>>>> > >>Rod  
 >>>>> > >>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:  
 >>>>> > >>>  
 >>>>> > >>>Well, I THOUGHT I had my "bounce to disk" crackles whipped,  
 but  
 >>>>=  
 >>>>>=3D  
 >>>>> >they came  
 >>>>> > >>>back. This time I re-patched and did a spdif bounce and that  
 >=  
 >>>>>seemed  
 >>>>> =3D  
 >>>>> >to  
 >>>>> > >cure  
 >>>>> > >>>it. I haven't tried it yet with bounce to disk to verify that  
 >the  
 >>>>=  
 >>>>>=3D  
 >>>>> >crackling  
 >>>>> > >>>comes back, but I bet it will. I wonder what could be causing  
 >>=

```

>>>>>this?
>>>>> =3D
>>>>> >The
>>>>> > >>last
>>>>> > >>>time I did a fresh install of my system (via ghost) and it =
>>>>>seemed =3D
>>>>> >to get
>>>>> > >>>rid of it, for a while. I'm going to try a bounce to disk and
>>=
>>>>>see =3D
>>>>> >if the
>>>>> > >>>crackles return.
>>>>> > >>>The way my system is set up, because of space limitations, and
>>=
>>>>>the
>>>>> =3D
>>>>> >fact
>>>>> > >>that
>>>>> > >>>I have to have my drums basically in the mix position (facing
>>=
>>>>>the =3D
>>>>> >other
>>>>> > >>way)
>>>>> > >>>makes it A FREAKIN PITA to crawl behind the gear and unplug
the
>>>>=
>>>>>=3D
>>>>> >spdif
>>>>> > cable
>>>>> > >>>going to the DAC-1 and re-patch a cable loop. I accidentally =3D
>>>>> >unplugged something
>>>>> > >>>while doing it, and had to rip about half the system out to
>=
>>>>>find =3D
>>>>> >it.
>>>>> > ERRRRRRRRRRRRRRRRRRRRRR!
>>>>> > >>>Rod
>>>>> > >>
>>>>> > >
>>>>> >
>>>>> >
>>>>> >
>>>>> >I choose Polesoft Lockspam to fight spam, and you?
>>>>> >http://www.polesoft.com/refer.html =20
>>>>> >
>>>>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>>> ><HTML><HEAD>
>>>>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D

```

```

>>>>> > charset="iso-8859-1">
>>>>> > <META content="MSHTML 6.00.2800.1400" name="GENERATOR">
>>>>> > <STYLE></STYLE>
>>>>> > </HEAD>
>>>>> > <BODY bgcolor="#ffffff">
>>>>> > <DIV><FONT face="Arial" size="2">Hey Rod,</FONT></DIV>
>>>>> > <DIV><FONT face="Arial" size="2">Do the crackles repeat =
>>>>> > themselves in
>>>>> > exactly the
>>>>> > same places</FONT></DIV>
>>>>> > <DIV><FONT face="Arial" size="2">on play back? If not, I'd look
>>>>> > =
>>>>> > at
>>>>> >
>>>>> > hardware. Do they show up</FONT></DIV>
>>>>> > <DIV><FONT face="Arial" size="2">in the waveform or are they
>>>>> > to
>>>>> > =
>>>>> > low in
>>>>> > level?
>>>>> > </FONT></DIV>
>>>>> > <DIV><FONT face="Arial" size="2"></FONT> </DIV>
>>>>> > <DIV><FONT face="Arial" size="2">If you suspect hardware I'd
>>>>> > =
>>>>> > think CPU,
>>>>> > =
>>>>> > </FONT><FONT size="2"
>>>>> > face="Arial" size="2">fan (make it cold!) or</FONT></DIV>
>>>>> > <DIV><FONT face="Arial" size="2">power supply. Not in that
>>>>> > order. Start
>>>>> > with </FONT><FONT face="Arial" size="2">the cheapest fixes
>>>>> > first.</FONT></DIV>
>>>>> > <DIV><FONT face="Arial" size="2">Maybe you were right way back
>>>>> > =
>>>>> > with the
>>>>> > =
>>>>> > bad UAD
>>>>> > assumption?</FONT></DIV>
>>>>> > <DIV><FONT face="Arial" size="2"></FONT> </DIV>
>>>>> > <DIV><FONT face="Arial" size="2">Still kickin' Paris
>>>>> > around,</FONT></DIV>
>>>>> > <DIV><FONT face="Arial" size="2">Tom</FONT></DIV>
>>>>> > <DIV><FONT face="Arial" size="2"></FONT> </DIV>
>>>>> > <BLOCKQUOTE size="2"
>>>>> > style="padding-right: 0px; padding-left: 5px; margin-left: 5px;
>>>>> > =
>>>>> > =
>>>>> > border-left: #000000 2px solid; margin-right: 0px">

```

```

>>>>> > <DIV>"Rod Lincoln" <<A=3D20
>>>>> > =3D
>>>>> =
>>>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>>>>>&g=3D
>>>>> >t;=3D20
>>>>> > wrote in message <A=3D20
>>>>> > =3D
>>>>> =
>>>>>>href=3D3D"news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>N=
>>>>>>eil=3D
>>>>> >,=3D20
>>>>> > thanks for your response. see my answers interleaved =3D
>>>>> >below<BR>Rod<BR>"Neil"=3D20
>>>>> > <<A href=3D3D"mailto:OIU@I.com">OIU@I.com</A>> =3D
>>>>> >wrote:<BR>><BR>>This is=3D20
>>>>> > weird... have you tried any of the following:<BR>><BR>>1.) pan=3D20
>>>>> > everything to center, and then see if it still shows up<BR>>on
the
>>>>>=
>>>>>>=3D
>>>>> >left=3D20
>>>>> > channel? or is the crackling then centered?<BR><BR>Everything =
>>>>>>Panned =3D
>>>>> >Ctr still=3D20
>>>>> > Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D
>>>>> >bouncing=3D20
>>>>> > dry/clean like<BR>>that, with everything panned as you normally
>=3D
>>>>> >would for=3D20
>>>>> > this<BR>>mix? This includes anything inserted across the=3D20
>>>>> > 2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and =
>>>>>>external) =3D
>>>>> >still=3D20
>>>>> > Crackles<BR><BR>Bounce with no plugs...this does produce a crackle
>>>>>=
>>>>>>=3D
>>>>> >free=3D20
>>>>> > bounce. I tried this<BR>the first time it happened a couple weeks
>>>>>=
>>>>>>ago,
>>>>> =3D
>>>>> >and=3D20
>>>>> > thought I had it narrowed<BR>down to the UAD plugs. I re-ghosted
>>>>>=
>>>>>>=3D
>>>>> >to a=3D20
>>>>> > sys version that had an earlier<BR>UAD install (can't remember

```

the  
>>>>=  
>>>>>=3D  
>>>>> >number, it=3D20  
>>>>> > had the Helios, but not the Neve<BR>88)and the crackles went away,  
>>>>=  
>>>>>so  
>>>>> =3D  
>>>>> >I=3D20  
>>>>> > thought it was a software rev that Paris<BR>didn't like, but just  
>>>=  
>>>>>to =3D  
>>>>> >be sure I=3D20  
>>>>> > reloaded the new version of the UAD software<BR>(the one with the  
>>>=  
>>>>>Neve  
>>>>> =3D  
>>>>> >  
>>>>> > 88) and it still didn't crackle. At that point I<BR>thought it  
=3D  
>>>>> >might be=3D20  
>>>>> > something else altogether and since I am in the middle<BR>of a  
=  
>>>>>mixing  
>>>>> =3D  
>>>>> >project=3D20  
>>>>> > that I'm using the Neve 88 plug on a lot (love what it<BR>does)  
>I  
>>>=  
>>>>>just  
>>>>> =3D  
>>>>> >went=3D20  
>>>>> > for it, listening closely to bounces. I actually did 2<BR>bounces  
>>>=  
>>>>>of =3D  
>>>>> >every mix=3D20  
>>>>> > and listened back to both at the same time, out of phase<BR>with  
>>=  
&gt;

---

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Subject: Re: Logic Audio 8 ..mini Review  
Posted by [Dedric Terry](#) on Sun, 21 Oct 2007 03:18:32 GMT  
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---

;>>>>each  
>>>>> =3D  
>>>>> >other,=3D20

>>>> > to hear the difference, since the crackles appeared to =  
 >>>>be<BR>random.)  
 >>>> =3D  
 >>>> >There=3D20  
 >>>> > were maybe 1 or 2 crackles per song on a couple songs, and<BR>no  
 >>=  
 >>>>=3D  
 >>>> >crackles on=3D20  
 >>>> > the other 3 (that I've done so far). I'm wondering now if<BR>it  
 >is  
 >>>>=  
 >>>>a =3D  
 >>>> >UAD rev=3D20  
 >>>> > problem that only shows up after some wear and tear on the<BR>sys.  
 >>>>=  
 >>>>I'm  
 >>>> =3D  
 >>>> >going=3D20  
 >>>> > to re-ghost and re-load the <BR>UAD software (Neve 88 ver) =  
 >>>>tommorrow =3D  
 >>>> >and see=3D20  
 >>>> > what happens.<BR>Just to reiterate...when I did a spdif bounce,  
 >=  
 >>>>even =3D  
 >>>> >with my=3D20  
 >>>> > system as it<BR>is tonight, there are no crackles. That's wierd.  
 >>=  
 >>>>Also  
 >>>> =3D  
 >>>> >the=3D20  
 >>>> > crackles never<BR>show till listening to the bounced =3D  
 >>>> >file.<BR>><BR>>3.)=3D20  
 >>>> > can you determine where the crackle rears it's ugly head?<BR>>IOW,  
 >>>>=  
 >>>>=3D  
 >>>> >is it=3D20  
 >>>> > constant, more or less, or is it intermittent? If<BR>>it's =3D  
 >>>> >intermittent,=3D20  
 >>>> > does it seem to coincide with any particular<BR>>instrument or  
 =3D  
 >>>> >track? For=3D20  
 >>>> > example, could it be a particular<BR>>plugin on the - let's say  
 >-  
 >>>=  
 >>>>=3D  
 >>>> >cowbell=3D20  
 >>>> > track, which occurs though<BR>>most of the song, but not on =  
 >>>>the=3D20

>>>> > (confounded) bridge?<BR><BR>totally random...not in anyway =  
>>>>associated  
>>>> =3D  
>>>> >with a=3D20  
>>>> > particular instrument. Fairly<BR>study though, like a bowl of =  
>>>>rice=3D20  
>>>> > crispies.<BR>><BR>>4.) mute/disconnect the right channel when =3D  
>>>> >listening=3D20  
>>>> > back to<BR>>the crackle-infested bounce to see if there's any =3D  
>>>> >pattern that=3D20  
>>>> > <BR>>might apply to (3) above?<BR><BR>none<BR>><BR>>5.) Is =3D  
>>>> >the=3D20  
>>>> > crackle happening on ALL systems? IOW, have you<BR>>burned

---

---

Subject: Re: Logic Audio 8 ..mini Review  
Posted by [LaMontt](#) on Sun, 21 Oct 2007 03:35:40 GMT  
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---

a CD  
>of  
>>>>=  
>>>>=3D  
>>>> >the=3D20  
>>>> > bounced tracks & played it back on a home<BR>>stereo, in your =3D  
>>>> >car, on=3D20  
>>>> > headphones, etc? Is it possible that<BR>>for some odd reason the  
>>=  
>>>>=3D  
>>>> >crackle is=3D20  
>>>> > due to something in your<BR>>monitoring setup that isn't showing  
>>up  
>>>>=  
>>>>=3D  
>>>> >on=3D20  
>>>> > regular playback, but<BR>>might be showing up on a rendered =3D  
>>>> >file?<BR>This=3D20  
>>>> > first came to my attention after I burned a CD of test mixes for  
>>=  
>>>>=3D  
>>>> >the<BR>client=3D20  
>>>> > and he called me after he got home and listened on his system =3D  
>>>> >(this<BR>was an=3D20  
>>>> > audio CD)so I would say it happens on all systems...but I =  
>>>>havn't=3D20  
>>>> > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as well  
>>as  
>>>>=

>>>>>my  
 >>>>> =3D  
 >>>>> >  
 >>>>> > Mackie 824's. The 824's are hooked<BR>up thru the spdif out of  
 =3D  
 >>>>> >the mec=3D20  
 >>>>> > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are  
 =  
 >>>>>hooked  
 >>>>> =3D  
 >>>>> >up thru=3D20  
 >>>>> > 2 analogue outs from the Mec into a GFA power<BR>amp. Crackles  
 =  
 >>>>>exisist  
 >>>>> =3D  
 >>>>> >on the=3D20  
 >>>>> > left channel on both sets of speakers.<BR>><BR>>6.) What happens  
 >>=  
 >>>>>=3D  
 >>>>> >when=3D20  
 >>>>> > you open up an older project that you<BR>>DIDN'T have this problem  
 >>>>=  
 >>>>>=3D  
 >>>>> >on...?=3D20  
 >>>>> > If you do a bounce with that,<BR>>does it sound as it did before,  
 >>>=  
 >>>>>=3D  
 >>>>> >or does=3D20  
 >>>>> > it now have the<BR>>crackles in it?<BR><BR>Not nearly as bad...No  
 >>>=  
 >>>>>=3D  
 >>>>> >study=3D20  
 >>>>> > diet of rice crispies, but there were a couple<BR>of crackles =  
 >>>>>(random,  
 >>>>> =3D  
 >>>>> >I=3D20  
 >>>>> > bounced twice and listend to both mixes out of phase,<BR>set =  
 >>>>>markers =3D  
 >>>>> >at the=3D20  
 >>>>> > crackles, and verified by listening one at a time) This<BR>also  
 >=  
 >>>>>leads  
 >>>>> =3D  
 >>>>> >me to=3D20  
 >>>>> > believe it's some sort of ppj corruption brought on by the<BR>UAD  
 >>>=  
 >>>>>=3D  
 >>>>> >stuff, only=3D20

>>>>> > it happens over time, but I haven't been able to verify  
 >>>>> > this<BR>yet.<BR>><BR>>7.) Have you tried physically swapping  
 >>>>> >your left  
 >>>>> > speaker with<BR>>your right speaker?<BR>swapping speakers make  
 =  
 >>>>>no  
 >>>>> > difference, swapping the cables leading to the<BR>speakers makes  
 >>it  
 >>>>=  
 >>>>>=3D  
 >>>>> >happen in  
 >>>>> > the right speaker.<BR>><BR>>Just trying to think of things to  
 >>>>> >try &  
 >>>>> > narrow it down by<BR>>process of elimination.<BR><BR>I appreciate  
 >>>=  
 >>>>>=3D  
 >>>>> >your  
 >>>>> > thought process. If this makes a light go off for you,<BR>please  
 >>=  
 >>>>>let  
 >>>>> >me  
 >>>>> > know.<BR>><BR>>Can you e-mail me an mp3 file of any song or  
 >>>>> >songs that  
 >>>>> > it's<BR>>doing this on? If so, send it to: neil  
 >>>>> >DOT  
 >>>>> > henderson AT<BR>>sbcglobal DOT net I'd be curious as to  
 >>>>> >what it  
 >>>>> > sounds like.<BR><BR>will  
 >>>>> >Do<BR>><BR>>Neil<BR>><BR>><BR>>"Rod  
 >>>>> > Lincoln" <<A  
 >>>>> > =  
 >>>>> =  
 >>>>>>href="mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=  
 >>>>>>&g  
 >>>>> >t;  
 >>>>> > wrote:<BR>>><BR>>>OK..I got everything hooked backk up and  
 >>>>> >sure  
 >>>>> > enough, the crackle is back<BR>>>on bounce to disk...in the left  
 >>=  
 >>>>>=3D  
 >>>>> >channel  
 >>>>> > only, same as always. I tried panning<BR>>>everything oppisite,  
 >=3D  
 >>>>> >crackle,  
 >>>>> > tried lowering levels, crackle.<BR>>>When I took all the tracks  
 >=3D  
 >>>>> >off the  
 >>>>> > submixes except for the drums on submix<BR>>>1, there were NO

>>>>> >crackles.=3D20  
 >>>>> > There were also NO crackles when bouncing audio<BR>>>from any =3D  
 >>>>> >submix by=3D20  
 >>>>> > itself. <BR>>>This is a 24 bit mix with 24 bit tracks, so I =3D  
 >>>>> >tried=3D20  
 >>>>> > (advice from Aaron)<BR>>>rendering<BR>>>some of the tracks to =3D  
 >>>>> >16 bit.=3D20  
 >>>>> > I rendered all the drums (15 tracks) and<BR>5<BR>>>other tracks  
 >=3D  
 >>>>> >to 16=3D20  
 >>>>> > bit, leaving 10 tracks at 24 bit...Crackles came back<BR>>>when  
 >=3D  
 >>>>> >bouncing=3D20  
 >>>>> > the entire mix. That's where I'm at. I can always do=3D20  
 >>>>> > the<BR>spdif<BR>>>bounce method...it's a real hassle because of  
 >=3D  
 >>>>> >the way=3D20  
 >>>>> > my moitoring and<BR>work<BR>>>flow is, but it's doable, and =3D  
 >>>>> >seems to=3D20  
 >>>>> > work, but I'd like to get this thing<BR>>>figured out. =3D  
 >>>>> ><BR>>>I've=3D20  
 >>>>> > had it for today. Going to crash.<BR>>>Rod<BR>>>"Rod =3D  
 >>>>> >Lincoln"=3D20  
 >>>>> > <<A=3D20  
 >>>>> > =3D  
 >>>>> =  
 >>>>>>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=  
 >>>>>>/A>=3D  
 >>>>> >>=3D20  
 >>>>> > wrote:<BR>>>><BR>>>>Well, I THOUGHT I had my "bounce =3D  
 >>>>> >to=3D20  
 >>>>> > disk" crackles whipped, but they came<BR>>>>back. This time I =3D  
 >>>>> >  
 >>>>> > re-patched and did a spdif bounce and that seemed=3D20  
 >>>>> > to<BR>>>cure<BR>>>>it. I haven't tried it yet with bounce to =3D  
 >>>>> >disk to=3D20  
 >>>>> > verify that the crackling<BR>>>>comes back, but I bet it =3D  
 >>>>> >will. I=3D20  
 >>>>> > wonder what could be causing this? =3D  
 >>>>> >The<BR>>>>last<BR>>>>time I=3D20  
 >>>>> > did a fresh install of my system (via ghost) and it seemed to=3D20  
 >>>>> > get<BR>>>>>rid of it, for a while. I'm going to try a bounce =3D  
 >>>>> >to disk=3D20  
 >>>>> > and see if the<BR>>>>>crackles return.<BR>>>>>The way =3D  
 >>>>> >my=3D20  
 >>>>> > system is set up, because of space limitations, and the=3D20  
 >>>>> > fact<BR>>>>>that<BR>>>>>I have to have my drums basically =3D  
 >>>>> >in the=3D20

```

>>>>> > mix position (facing the other<BR>>>>way)<BR>>>>makes it =3D
>>>>> >A=3D20
>>>>> > FREAKIN PITA to crawl behind the gear and unplug the=3D20
>>>>> > spdif<BR>cable<BR>>>>going to the DAC-1 and re-patch a cable =3D
>>>>> >loop. I=3D20
>>>>> > accidentally unplugged something<BR>>>>>while doing it, and had =3D
>>>>> >to rip=3D20
>>>>> > about half the system out to find=3D20
>>>>> > =3D
>>>>> >it.<BR>ERRRRRRRRRRRRRRRRRRRRRR!<BR>>>>>Rod<BR>>>><BR>><BR></BLO=3D
>>>>> >CKQUOTE>
>>>>> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight
>=
>>>>>spam, =3D
>>>>> >and=3D20
>>>>> >you?<BR><A=3D20
>>>>> =
>>>>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>>>>>fer=3D
>>>>> >.html</A> </FONT></DIV></BODY></HTML>
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>>>>> >
>>>>>
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>>>>></HEAD>
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>>>>><DIV><FONT face=3DArial size=3D2>Okay Rod,</FONT></DIV>
>>>>><DIV>
>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>How about
>one
>>>>>=
>>>>>track with=20
>>>>>the UAD plugs</FONT></DIV>
>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>that has
a
>>=
>>>>>few rough spots=20
>>>>>that are amplified</FONT></DIV>
>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>by the plugin
>>>>>=
>>>>>
>>>>>set?</FONT></DIV>

```

```

>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>Mute one
=
>>>>>track at a time to=20

>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>>>size=3D2>???</FONT></DIV>
>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>>>size=3D2>Tom</FONT></DIV></DIV>
>>>>><BLOCKQUOTE=20
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>>>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>>> <DIV>"Rod Lincoln" <<A=20
>>>>> =
>>>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>>>>t;=20
>>>>> wrote in message <A=20
>>>>> href=3D"news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I
>>>>>=
>>>>>agree=20
>>>>> with you, except that when I play back an old project that =
>>>>>didn't<BR>have the=20
>>>>> problem, it doesn't crackl, even with more tracks and the same =
>>>>>plugs<BR>as the=20
>>>>> ppj's that crackle. <BR>Rod<BR>"Tom Bruhl" <<A=20
>>>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20
>>>>> wrote:<BR>><BR>><BR>>Hey Rod,<BR>>Do the crackles repeat=20

>>>>>not, I'd=20

>>>>>they to=20
>>>>> low in level? =3D20<BR>><BR>>If you suspect hardware I'd think =
>>>>>CPU, fan=20

>>>>>Start=20
>>>>> with the cheapest fixes first.<BR>>Maybe you were right way back =
>>>>>with the=20
>>>>> bad UAD assumption?<BR>><BR>>Still kickin' Paris=20

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

>>>>> thanks for your response. see my answers interleaved =

```

>>>>>href=3D"mailto:OIU@l.com">OIU@l.com</A>>=20

>>>>>tried=20

>>>>>everything=20

>>>>>left=20

>>>>>Everything=20

>>>>>removing=20

>>>>>>that,=20

>>>>>>mix?=20

>>>>> This includes anything inserted across the =

>>>>> Bounce with No FX (Auxes, both internal and external) still=20

>>>>>produce a=20

>>>>>time it=20

>>>>>to a sys=20

>>>>> version that had

---

Subject: Moreness

Posted by [Jamie K](#) on Sun, 21 Oct 2007 06:50:23 GMT

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---

>>>>>(can't remember=20

>>>>> the number, it had the Helios, but not =

>>>>> 88)and the crackles went away, so I thought it was a software rev=20

>>>>>sure l=20

>>>>> reloaded the new version of the =

>>>>>

>>>>>mixing=20

>>>>> project that I'm using the Neve 88 plug on a lot (love =3D<BR>>what

>>=

>>>>

>>>>bounces. l=20

>>>>listened=20

>>>>with each=20

>>>> other, to hear the difference, since the crackles appeared =

>>>>=3D<BR>>to=20

---

Subject: Re: Logic Audio 8 ..mini Review

Posted by [DJ](#) on Sun, 21 Oct 2007 18:05:58 GMT

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Subject: Re: Logic Audio 8 ..mini Review  
Posted by [rick](#) on Sun, 21 Oct 2007 18:54:19 GMT  
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aLSz/wBX0+gqNWOM02pApODSOjXTKSEcP3bTfc1FMlehfUMGhb9yXnBJx0g  
j2+432RrzifuNYcotrFUhuWhvrTdzD6KiCB3nQzKgZYdVTXVmS1SWNMVRDLZ  
dayRefeDQrhx/TI+N8sYrD/JD+PXJuccN2flnFdpbc+X8NjuoOQbJGglub+w  
MvqpLCV0mSSHMmMgEgHTXo0ntmsFCq4OPpcROUjtTA/niYre8af+6pAtHqbc  
DlkG+9J4ic5oJw5f4Pfyah3nYLL+OfuHfxWO8bWaez/l72X0vUIbu2C4kYFV  
J1sbZjSjH08qgGy1NEUndYmx14vQn4E35HeUpdPXdqGfblSowBMOoNz/Almj  
m3LpJd0b4vultLdpY6obi3vF9OjisTysoaBiKtk2odD+bHM6hWEtGHktrCL+  
n0PAPy3FMFAXgVh2bvXxa95gktbiJ7aSJtelDqMMjJWOTWxbSEGodtM/lp4t  
0NdUpmZVM+O7PhDdXTtCpJ5ylsIPbEdrtN/Cj7fMltyfZYJy8tlfCT9PSAso  
jkzcGmfVsyKEHPHT6PvVSg/rovLCeRyX/wBwwjn+4dkoayn9qvSbUGSTGMje  
OBF++G1ee39ne2/r7dZ3mxzyyolva3Aa7s31aVISRdcifNkAW1CuWRJ7Ht/v  
1D06kdQsbmhCL5kXYJghTOM57t/jGm8F2jcWHBrirTsBTqGy+SxF287TfbJO  
9rewenlpykhcPE6oBUo4IB7WFR1GVQMaFoe4UNbT66Lg4el2EYGMm7p2nVdt  
q/a1DC12GRGbTcfhDbaRleqnMHVql6k51p95pliZFbAe7SRqPpFgpNPKp/wK  
4ECP/9Zv7fYGx3XcK+nYIRqlQDSFISPUbHXWqgDPKlfHhB6lpc2+2VuN0ap  
pHo4ZEbOcbSblqbCVSS7a4k9KJVtolBJBGpRrOkAjJuufStcsR2aZ75gSiZ/  
cMbllbeNtsbO590JwVNrtRZbqgCyyKV9N4WFQtG+Y0Az8a6TIWQzSOCHq5T+  
UIL2mSc5c4gzfvda/wBltp727uYbKztIDzSaDrlQEhg4euY0kUINemLoaRjh  
JTxc7t3zqHahyoUG1Nu9BPGIS9oOc7dySw9xtm3Pc5fb/alvdz3nZt3sLYy  
XttabmhhntNus4glxORLMy6dKoz68woo9qNljgQhkFBXA8fFLoiafVOdTc1D  
MyIqIHcZ3qpudfEibZvPFZLC14txTZ77ZeF2Uoik22+eK73DcHto0hhlvOxk  
QlqUigTsj7jqatUEdUMck5nlfbPxxy0xLAC2UkCXABJDyN2UHEuWI5sFxaWt  
s2xXd/JYW6xbRAZLG8Ft2hxriCP6Rcg6C+ghwAe3EEUw0mQ8/NdvKFvqPcVL  
rzt38+EtkaHkXK9svbHarqOwuBE9vd2F5AjhjcR2iOQsukAsQF0nMhhU0092  
LDSSc5uF9r5el3yiDq2uAABTgbfDDbFPP4vxW1l7+87fboEG07fsu70tow0K  
hTeQRxBEAbNXb5TSigioOWLrWtpMUKV+BjmdlQzUVAy5ElvH4+MdE9hu9wib

Subject: Re: Logic Audio 8 ..mini Review  
Posted by [DJ](#) on Mon, 22 Oct 2007 00:01:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

```
"Mike Audet" <mike@....> wrote:
>
>Hi Tom,
>
```

>It's great to hear that the EQ is getting used and making a difference.  
>)  
>  
>I was thinking of eventually doing a 2 band version just to use fewer resources  
>if 2 bands are all that's needed. Mind you, now that Chuck has posted all  
>the DP/Pro effects, I've got a much longer road map to work through!  
>  
>The reverb sounds really nice. It just blends in with the direct sound  
exceptionally  
>well. It's got over 40 knobs and barely fits on a 1280 x 1024 screen -  
not  
>so good. I'm going to rewrite the GUI so that one knob controls which of  
>the 32 early reflections you are trying to edit, and a second controls that  
>reflection's settings so that 32 knobs can be cut back to 2 or 3.  
>  
>It will probably be done by the end of next weekend.  
>  
>Glad to hear your PC issues are behind you!  
>  
>All the best,  
>  
>Mike  
>  
>  
>  
>  
>  
>"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>>  
>>  
>>Mike,  
>>I can not wait. !!! =20  
>>  
>>I am loving having a 4 band eq in the aux bus now. Nice for the reverbs  
>=  
>>for sure.  
>>  
>>I hope you have time to use your own effects?!  
>>Tom  
>>  
>>  
>> "Mike Audet" <mike@....> wrote in message news:4734c21e\$1@linux...  
>>  
>> Thanks so much, Chuck!!  
>>  
>> I'll finish up the big reverb. It sounds really, really good in its  
=  
>>own  
>> right. I have a plan for simplifying the interface. As soon as I get

```

>=
>>that
>> done, I'll release it, and move on to the next project. =20
>>
>> Those e2 files are going to keep me busy for a long time. :)
>>
>> Cheers!
>>
>> Mike
>>
>> "chuck duffy" <c@c.com> wrote:
>> >
>> >Cobra was the code name for the DP/Pro. I forget what hornet was.
>> >
>> >Chuck
>> >"Mike Audet" <mike@...> wrote:
>> >>
>> >>Chuck! You 'da man!!!!!!
>> >>
>> >>Last question for the day. What are the cobra and the hornet?
>> >>
>> >>Thanks so much!!!!!!
>> >>
>> >>Mike
>> >>
>> >>"chuck duffy" <c@c.com> wrote:
>> >>>
>> >>>OK I posted all the E2 source for the cobra at=20
>> >>>
>> >>>http://www.greatidea.com/downloads/source/e2.zip
>> >>>
>> >>>Chuck
>> >>>"chuck duffy" <c@c.com> wrote:
>> >>>>
>> >>>>Do you mean to say I didn't post it? I thought I did. I have the
>=
>>complete
>> >>>>DP/PRO ESP2 code. You can have it all. Let me run downstairs and
=
>>see
>> what
>> >>>>I can dig up tonight.
>> >>>>
>> >>>>Chuck
>> >>>>"Mike Audet" <mike@...> wrote:
>> >>>>>
>> >>>>>The world is a better place than I ever imagined. :)
>> >>>>>

```

>> >>>>>Is there any way I could get any of the additional DP/PRO source?  
>> >>>>>  
>> >>>>>All the best,  
>> >>>>>  
>> >>>>>Mike  
>> >>>>>  
>> >>>>>"chuck duffy" <c@c.com> wrote:  
>> >>>>>  
>> >>>>>>Hi Mike,  
>> >>>>>  
>> >>>>>>The "big verb" is a different animal from what I'm talking =  
>>about.=20  
>> Matt  
>> >>>>>ported  
>> >>>>>>two DP/Pro verbs directly from the DP/Pro ESP2 source, wrote UIs  
>=  
>>and  
>> >>translated  
>> >>>>>>the presets from the original DP/Pro preset files. The originals  
>=  
>>phase  
>> >>>>>cancel  
>> >>>>>>with the Paris versions when used on the same audio files, and  
=  
>>same  
>> >presets.  
>> >>>>>>  
>> >>>>>>>The verbs matt did definitely have the modulation.  
>> >>>>>>  
>> >>>>>>>Chuck  
>> >>>>>>  
>> >>>>>>>"Mike Audet" <mike@...> wrote:  
>> >>>>>>>  
>> >>>>>>>>Hi Chuck,  
>> >>>>>>>  
>> >>>>>>>>I managed to get an afternoon off, and I got the reverb =  
>>working!  
>> >>>>>>>>  
>> >>>>>>>>>Unfortunately, my GUI is horrible and I have no presets. I =  
>>couldn't  
>> >>>find  
>> >>>>>>>>a way to get multiple pages working with the radio button on a  
>=  
>>standard  
>> >>>>>>>>layout  
>> >>>>>>>>>page. If you've got any tips, I would really appreciate your  
=  
>>help.

>> >>:)

>> >>>>>>

>> >>>>>>As for the DP Pro, as far as I can tell from the manual, the =

>>"Big

>> Verb"

>> >>>>>>is

>> >>>>>>actually a slightly different algorithm than the verbs in the

=

>>DP PRO.

>> >>>>

>> >>>>>The

>> >>>>>>Big Verb has no modulation parameters, and the Expert Verbs do.

>=

>> The

>> >>>Big

>> >>>>>>Verb also has the 16 stereo predelay parameters that the Expert Verb =

>>doesn't

>> >have.

>> >>>>>> It would be ultra cool if Matt actually decompiled and =

>>modified the

>> >>>Big

>> >>>>>>Reverb to make a clone of the DP Pro algo. =20

>> >>>>>>

>> >>>>>>Let me know if you have any tips for the radio button/ multi =

>>page

>> difficulty

>> >>>>>>I find myself in.

>> >>>>>>

>> >>>>>>For what it's worth, the crashes seem to have been from a =

>>faulty indexing

>> >>>>>>scheme.

>> >>>>>>

>> >>>>>>All the best!

>> >>>>>>

>> >>>>>>Mike =20

>> >>>>>>

>> >>>>>>

>> >>>>>>"chuck duffy" <c@c.com> wrote:

>> >>>>>>

>> >>>>>>Mike,

>> >>>>>>

>> >>>>>>I was gonna tell you that he worked on it for almost a year,

=

>>it had

>> >>>major

>> >>>>>>nasty bugs and bluescreened and stuff for a long time. It was

>=

>>stable



```

>>I choose Polesoft Lockspam to fight spam, and you?
>>http://www.polesoft.com/refer.html
>>
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>><HTML><HEAD>
>><META http-equiv=3DContent-Type content=3D"text/html; =
>>charset=3Diso-8859-1">
>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>><STYLE></STYLE>
>></HEAD>
>><BODY bgColor=3D#ffffff>
>><DIV><FONT face=3DArial size=3D2>Mike,</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>I can not wait. !!! =
>></FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><FONT face=3DArial size=3D2>I am loving having a 4 =
>>band eq in the aux=20
>>bus now. </FONT><FONT face=3DArial size=3D2>Nice for the reverbs =
>>for=20
>>sure.</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><FONT face=3DArial size=3D2>I hope you have time to use your own=20
>>effects?!</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV> </DIV>
>><BLOCKQUOTE=20
>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> <DIV>"Mike Audet" <mike@....> wrote in message <A=20
>> =
>>href=3D"news:4734c21e$1@linux">news:4734c21e$1@linux</A>...</DIV><BR>Than=
>>ks so=20
>> much, Chuck!!<BR><BR>I'll finish up the big reverb. It sounds =
>>really,=20
>> really good in its own<BR>right. I have a plan for simplifying =
>>the=20
>> interface. As soon as I get that<BR>done, I'll release it, and =
>>move on=20
>> to the next project. <BR><BR>Those e2 files are going to keep me =
>>busy=20
>> for a long time. :)<BR><BR>Cheers!<BR><BR>Mike<BR><BR>"chuck duffy" =
>><<A=20
>> href=3D"mailto:c@c.com">c@c.com</A>> wrote:<BR>><BR>>Cobra =
>>was the code=20
>> name for the DP/Pro. I forget what hornet=20
>> was.<BR>><BR>>Chuck<BR>>"Mike Audet" <mike@...>=20
>> wrote:<BR>>><BR>>>Chuck! You 'da=20

```

>> man!!!!!!<BR>>><BR>>>Last question for the day. What =  
>>are the=20  
>> cobra and the hornet?<BR>>><BR>>>Thanks so=20  
>> much!!!!!!<BR>>><BR>>>Mike<BR>>><BR>>>"chuck =  
>>duffy"=20  
>> <<A href=3D"mailto:c@c.com">c@c.com</A>>=20  
>> wrote:<BR>>>><BR>>>>OK I posted all the E2 source =  
>>for the=20  
>> cobra at=20  
>> =  
>><BR>>>><BR>>>>http://www.greatidea.com/downloads/source=  
>>/e2.zip<BR>>>><BR>>>>Chuck<BR>>>>"chuck=20  
>> duffy" <<A href=3D"mailto:c@c.com">c@c.com</A>>=20  
>> wrote:<BR>>>>><BR>>>>>Do you mean to say I =  
>>didn't post=20  
>> it? I thought I did. I have the =  
>>complete<BR>>>>>DP/PRO ESP2=20  
>> code. You can have it all. Let me run downstairs and=20  
>> see<BR>what<BR>>>>>I can dig up=20  
>> =  
>>tonight.<BR>>>>><BR>>>>>Chuck<BR>>>>>=  
>>"Mike=20  
>> Audet" <mike@...>=20  
>> wrote:<BR>>>>>><BR>>>>>>>The world is a =  
>>better=20  
>> place than I ever imagined.=20  
>> :)<BR>>>>>><BR>>>>>>>Is there any way I =  
>>could get=20  
>> any of the additional DP/PRO=20  
>> source?<BR>>>>>><BR>>>>>>>All the=20  
>> =  
>>best,<BR>>>>>><BR>>>>>>>Mike<BR>>>>>=  
>>>><BR>>>>>>>"chuck=20  
>> duffy" <<A href=3D"mailto:c@c.com">c@c.com</A>>=20  
>> wrote:<BR>>>>>>><BR>>>>>>>>Hi=20  
>> Mike,<BR>>>>>>><BR>>>>>>>>The "big =  
>>verb" is=20  
>> a different animal from what I'm talking about.=20  
>> <BR>Matt<BR>>>>>>>ported<BR>>>>>>>>two =  
>>DP/Pro=20  
>> verbs directly from the DP/Pro ESP2 source, wrote UIs=20  
>> and<BR>>>>>translated<BR>>>>>>>>the presets from =  
>>the=20  
>> original DP/Pro preset files. The originals=20  
>> phase<BR>>>>>>>cancel<BR>>>>>>>>with the =  
>>Paris=20  
>> versions when used on the same audio files, and=20  
>> =

```

>>same<BR>>presets.<BR>>>>>><BR>>>>>>>&=
>>gt;The=20
>> verbs matt did definitely have the=20
>> =
>>modulation.<BR>>>>>>><BR>>>>>>>Chuck<=
>>BR>>>>>>><BR>>>>>>>>"Mike=20
>> Audet" <mike@...>=20
>> =
>>wrote:<BR>>>>>>>><BR>>>>>>>>Hi =
>>
>> =
>>Chuck,<BR>>>>>>>><BR>>>>>>>>I=20
>> managed to get an afternoon off, and I got the reverb=20
>> =
>>working!<BR>>>>>>>><BR>>>>>>>>U=
>>nfortunately,=20
>> my GUI is horrible and I have no presets. I=20
>> couldn't<BR>>>>>find<BR>>>>>>>>a way to =
>>get=20
>> multiple pages working with the radio button on a=20
>> =
>>standard<BR>>>>>>>>layout<BR>>>>>>>>=
>>;page. =20
>> If you've got any tips, I would really appreciate your=20
>> =
>>help.<BR>>>>>.)<BR>>>>>>>><BR>>>>>>>>&g=
>>t;>>As=20
>> for the DP Pro, as far as I can tell from the manual, the=20
>> =
>>"Big<BR>Verb"<BR>>>>>>>>is<BR>>>>>>>>&g=
>>t;actually=20
>> a slightly different algorithm than the verbs in the DP=20
>> =
>>PRO.<BR>>>>>>><BR>>>>>>>>The<BR>>>>>>>>&g=
>>t;>>Big=20
>> Verb has no modulation parameters, and the Expert Verbs do. =20
>> The<BR>>>>>>>Big<BR>>>>>>>>>Verb also has =
>>the 16=20
>> stereo predelay that the Expert Verb=20
>> doesn't<BR>>>>>have.<BR>>>>>>>>> It would be ultra =
>>cool if=20
>> Matt actually decompiled and modified=20
>> the<BR>>>>>>>Big<BR>>>>>>>>>>Reverb to make a =
>>clone=20
>> of the DP Pro algo. =20
>> <BR>>>>>>>>>><BR>>>>>>>>>>Let me =
>>know if=20
>> you have any tips for the radio button/ multi=20

```

Subject: Re: Logic Audio 8 ..mini Review  
Posted by [rick](#) on Mon, 22 Oct 2007 08:42:56 GMT

c Mode, either. It needs to boot natively into  
> 9.2.2. I believe the last Paris-friendly Mac was one of the Mirrored  
> Drive Door (MDD) models.  
>  
> Not only that, but the PCI slots in a G5 are a different standard and  
> a different voltage, and would fry the EDS card.  
>  
> pabDang it, I'm working friday night. Play thursday instead. :)

S  
"Mark McDermott" <mark.nospam@stateofwail.com> wrote in message  
news:474da26a\$1@linux...

>  
> Hey David,  
>  
> Welcome to sunny Portland.  
>  
> I suggest that you place an ad in Willamette Week and the Portland Mercury  
> (both free) re: the work you're seeking. It's a good way to get started.  
>  
> You can see my band this Friday evening at Fryar Tuck's Cider Mill at  
> Capitol  
> Highway and Vermont in the Multnomah Village area of Portland. We play  
> from  
> 9:30 to 12:30.  
>  
> Best of luck!  
>  
> Mark  
>  
>  
> "David Evan" <davidevanmusic@yahoo.com> wrote:  
>>hey everybody. i moved to portland, oregon a few months ago and am  
>>looking  
>>for some studio work. i can play a lot of instruments and sing, but am  
>>mainly looking for work as a drummer because i can hang with just about  
>>anybody on the drums. if you know anybody out here who may be in need  
>>please send them my way.  
>>  
>>davidevanmusic@yahoo.com  
>>  
>>you can hear some samples of my drumming at these two sites, though i do  
>>have a wider range. i can play in many styles and time signatures and  
>>have  
>>a large dynamic range.  
>>  
>>  
>><http://www.myspace.com/davidevanmusic>

>>  
>><http://www.myspace.com/lobot>  
>>  
>>thanks!  
>>  
>>  
>>  
>>  
>RE: the shure in line attenuator

I've used them and they work well work well placed right before the pre amp  
after a long (50') run

"DJ" <animix \_ at \_ animas \_ dot \_ net> wrote in message  
news:474e4833@linux...  
> [http://www.shure.com/ProAudio/Products/Accessories/us\\_pro\\_A1\\_5AS\\_content](http://www.shure.com/ProAudio/Products/Accessories/us_pro_A1_5AS_content)  
>  
> Dave,  
>  
> This is what I use. they work fine with normal phantom power. I have tried  
> them with bot an AKG C460B and an Oktava MK012 with no problems. I'm not  
> sure what A-B condenser powering is, but these are not recommended for  
> that.  
>  
>  
>  
> "Dave(EK Sound)" <audioguy\_editout \_@shaw.ca> wrote in message  
> news:474e3430@linux...  
>> The stronger signal will travel better over distance with less chance of  
>> noise or interference... then knock it down at the last possible  
>> connection before the pre.  
>>  
>> David.  
>>  
>> Tom Bruhl wrote:  
>>  
>>> I'm wondering why padding at the pre isn't always the way to go  
>>> unless you want the pre's gutsier sound wide open?  
>>> Tom  
>>>  
>>> "Dave(EK Sound)" <audioguy\_editout \_@shaw.ca  
>>> <[mailto:audioguy\\_editout \\_@shaw.ca](mailto:audioguy_editout _@shaw.ca)>> wrote in message  
>>> news:474e2ac7@linux...  
>>> Keep in mind, this will only work for a dynamic mic... or a  
>>> remotely powered condenser. Phantom power would get screwed  
>>> up by the pad. That being said, pad at the pre for best  
>>> results.

>>>  
>>> David.  
>>>  
>>> DJ wrote:  
>>>  
>>> > Does it matter if these are plugged in to the line somewhere  
>>> between the  
>>> > source and the preamp or is it best if they interface directly  
>>> with the  
>>> > female input of the pre?  
>>> >  
>>> > thanks,  
>>> >  
>>> > DeeJ  
>>> >  
>>> >  
>>>  
>>>  
>>>  
>>> I choose Polesoft Lockspam to fight spam, and you?  
>>> <http://www.polesoft.com/refer.html>  
>  
>Check around for the Tannoy Red Reveals (square box - passive) on ebay...not  
too shabby at all

"John" <no@No.com> wrote in message news:474c7552\$1@linux...  
>  
> What's the best buy for a few hundred?  
>  
> something like this.....for example.....but i don't know how they sound.  
> <http://tinyurl.com/3x4uam>Anyone using these?  
<http://www.adesignsaudio.com/atty.htm>

I know it's not the same thing..but just wondering.

I'd also like to know how that earthhworks thang sounds.

"Don Nafe" <dnafe@magma.ca> wrote:  
>RE: the shure in line attenuator  
>  
>I've used them and they work well work well placed right before the pre  
amp  
>after a long (50') run  
>  
>  
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>>  
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>>>> >

>>>> > thanks,  
>>>> >  
>>>> > Deej  
>>>> >  
>>>> >  
>>>>  
>>>>  
>>>>  
>>>> I choose Polesoft Lockspam to fight spam, and you?  
>>>> <http://www.polesoft.com/refer.html>  
>>  
>>  
>  
>thanks for the great replies, i ordered the KRK rp5's from the amazing Chris Ludwig and they will be here by dinner tonight. I can't wait. From everything i'm reading they will be exactly what I need. Considering some amazing records were produced on NS10's and these rp5's are getting reviews that in some ways make these an upgrade from NS10's i'm really excited.

JohnHi Sarah,

I wish I could play EVERY night and drop my day job. :)

Check [www.probablecause.com](http://www.probablecause.com) for our schedule. We've got lots of gigs coming up. You?

Have a great day!

Mark

"Sarah" <[sarahjane@sarahtonin.com](mailto:sarahjane@sarahtonin.com)> wrote:

>Dang it, I'm working friday night. Play thursday instead. :)

>

>S

>"Mark McDermott" <[mark.nospam@stateofwail.com](mailto:mark.nospam@stateofwail.com)> wrote in message

>news:474da26a\$1@linux...

>>

>> Hey David,

>>

>> Welcome to sunny Portland.

>>

>> I suggest that you place an ad in Willamette Week and the Portland Mercury

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>>

>> You can see my band this Friday evening at Fryar Tuck's Cider Mill at

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>>  
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>>>for some studio work. i can play a lot of instruments and sing, but am  
>>>mainly looking for work as a drummer because i can hang with just about  
>>>anybody on the drums. if you know anybody out here who may be in need  
>>>please send them my way.  
>>>  
>>>davidevanmusic@yahoo.com  
>>>  
>>>you can hear some samples of my drumming at these two sites, though i  
do  
>>>have a wider range. i can play in many styles and time signatures and  
  
>>>have  
>>>a large dynamic range.  
>>>  
>>><http://www.myspace.com/davidevanmusic>  
>>>  
>>><http://www.myspace.com/lobot>  
>>>  
>>>thanks!  
>>>  
>>>  
>>>  
>>>  
>>  
>  
>I've heard som great reviews of these by actual users. Lynn fuston over on  
3dB uses them and he's pretty picky about fidelity. I talked to the  
designer, Peter Montessi, on the phone last night. I'll probably be ordering  
one of these myself. My NHT PVC's are getting kind of old and I'm starting  
to hear some image shift to the left when I monitor at low volumes.

I ordered the A-Designs REDDI from Peter last night. I've started playing a  
bit of bass here and from all reports this thing is the ultimate bass DI.  
Peter indicated that he voiced the circuit on a "golden" B-15N. I have a  
nice (maybe not golden) B-15N here so I'm going to A/B them.

;o)

"cujo" <chris@applemanstudio.com> wrote in message news:474ebf68@linux...  
>  
>  
> Anyone using these?  
> <http://www.adesignsaudio.com/atty.htm>  
>  
> I know it's not the same thing..but just wondering.  
>  
> I'd also like to know how that earthhworks thang sounds.  
>  
>  
> "Don Nafe" <dnafe@magma.ca> wrote:  
>>RE: the shure in line attenuator  
>>  
>>I've used them and they work well work well placed right before the pre  
> amp  
>>after a long (50') run  
>>  
>>  
>>"DJ" <animix \_ at \_ animas \_ dot \_ net> wrote in message  
>>news:474e4833@linux...  
>>> [http://www.shure.com/ProAudio/Products/Accessories/us\\_pro\\_A1\\_5AS\\_content](http://www.shure.com/ProAudio/Products/Accessories/us_pro_A1_5AS_content)  
>>>  
>>> Dave,  
>>>  
>>> This is what I use. they work fine with normal phantom power. I have  
>>> tried  
>  
>>> them with bot an AKG C460B and an Oktava MK012 with no problems. I'm not  
>  
>>> sure what A-B condenser powering is, but these are not recommended for  
>  
>>> that.  
>>>  
>>>  
>>> "Dave(EK Sound)" <audioguy\_editout\_@shaw.ca> wrote in message  
>>> news:474e3430@linux...  
>>>> The stronger signal will travel better over distance with less chance  
> of  
>>>> noise or interference... then knock it down at the last possible  
>>>> connection before the pre.  
>>>>  
>>>> David.

>>>>  
>>>> Tom Bruhl wrote:  
>>>>  
>>>>> I'm wondering why padding at the pre isn't always the way to go  
>>>>> unless you want the pre's gutsier sound wide open?  
>>>>> Tom  
>>>>>  
>>>>> "Dave(EK Sound)" <audioguy\_editout\_@shaw.ca  
>>>>> <mailto:audioguy\_editout\_@shaw.ca>> wrote in message  
>>>>> news:474e2ac7@linux...  
>>>>> Keep in mind, this will only work for a dynamic mic... or a  
>>>>> remotely powered condenser. Phantom power would get screwed  
>>>>> up by the pad. That being said, pad at the pre for best  
>>>>> results.  
>>>>>  
>>>>> David.  
>>>>>  
>>>>> DJ wrote:  
>>>>>  
>>>>> > Does it matter if these are plugged in to the line somewhere  
>>>>> between the  
>>>>> > source and the preamp or is it best if they interface directly  
>>>>> with the  
>>>>> > female input of the pre?  
>>>>> >  
>>>>> > thanks,  
>>>>> >  
>>>>> > DeeJ  
>>>>> >  
>>>>> >  
>>>>>  
>>>>>  
>>>>>  
>>>>> I choose Polesoft Lockspam to fight spam, and you?  
>>>>> <http://www.polesoft.com/refer.html>  
>>>  
>>>  
>>  
>>  
>They WILL affect phantom, maybe not much, but there will be a voltage  
drop across the pad that will reduce the dynamic range of the mic.

David.

DJ wrote:

> [http://www.shure.com/ProAudio/Products/Accessories/us\\_pro\\_A1\\_5AS\\_content](http://www.shure.com/ProAudio/Products/Accessories/us_pro_A1_5AS_content)  
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>>> >  
>>> > thanks,  
>>> >  
>>> > DeeJ  
>>> >  
>>> >  
>>>  
>>>

>>>  
>>>I choose Polesoft Lockspam to fight spam, and you?  
>>><http://www.polesoft.com/refer.html>  
>  
>  
>This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0065\_01C8329C.032AE950  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Hi guys,  
I finally have Paris back up and running with Mecs and all.  
Now Cubase SX 2.1 doesn't like running because of clocking issues.  
I am using a Scope Pro card. Cubase will no longer start up  
without Scope running! That's backwards from what was working=20  
in the past. Now with both running it's a clickfest along with the=20  
inevitable crash as the two are fighting for the hardware resources. =20  
With Scope off Cubase gives the white screen of death at start up =  
looking for clock.

With Scope off I used to send Paris (XP) ADAT optical to and from 16 =  
channels of=20  
Scope ADAT. Using Scope card settings at 'Sync/ADAT'. Now, whenever I =  
set it=20  
to that it doesn't retain the settings and goes back to 'Master/SPDIF'  
whether it's plugged into Paris ADAT/SPDIF or not. I've also tried =  
another  
ADAT machine as the source which had been working while my Mecs were =  
down.  
That doesn't work either.

What am I missing here?

Thanks,  
Tom

=20

I choose Polesoft Lockspam to fight spam, and you?  
<http://www.polesoft.com/refer.html>  
-----=\_NextPart\_000\_0065\_01C8329C.032AE950  
Content-Type: text/html;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

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<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Hi guys,</FONT></DIV>
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<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
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```

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<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>&nbsp;&nbsp;</FONT>&nbsp;</DIV>  
<DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
and=20  
you?<BR><A=20  
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
..html</A>&nbsp;&nbsp;&nbsp;</FONT></DIV></BODY ></HTML>

-----=\_NextPart\_000\_0065\_01C8329C.032AE950--Hey guys,

I volunteer at a neighborhood charity that teaches kids how to read. This is the most selfish volunteering in the world, because I live in a ghetto and I hope the kids learn to read, go to college, and don't mug me. Anyway, they had an iMac donated to them. It's a 'looks like a lamp' iMac, with a round base and a swivel kinda display thing. It has no wireless card installed. Are there decent 802.11 USB devices with Mac drivers? If so,

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