

to
figure out what parameters to sent it - there's like 25 of them or =
something
with next to no documentation, and I have to build a GUI. But, I'm =
really,
really close to getting it out.

I was thinking we could all work together getting some presets going =
for
it. It's really cool. It allows you to change the internal =
resonances of
the reverb so it can be made to sound like a plate or a room or a =
concert
hall, etc. This way, we don't have to rely on Matt's code, too. I =
feel
a little uncomfortable releasing someone's software without their =
permission.
And, I don't have a copy of it anyway.

I'm hoping by the end of this next week I'll have it out.

Thanks again!

Mike

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

>
>Thanks Mike !!
>I will send some more money...
>You need more support in what you are doing !
>Come on guys, ate least some thank you posts will make this guy feel =
better
>!
>He is the last apachi !
>Dear Mike,
>can you make the compressor stereo for insert !?
>Means something like your ducker.
>So as when we have a stereo OH's on channels 1 and 2 then by putting =
one
>or two instances of compressor that one gets the sync signal from the =
other
>as to have identical attack release threshold settings ?
>Thanks for what you are doing once again !

>Regards,
>Dimitrios
>
>"Mike Audet" <mike@....> wrote:
>>
>>Thanks, Rob! Let me know if/when it's useful. I'm dying to hear how =
these
>>things are being used.
>>
>>All the best,
>>
>>Mike
>>
>>
>>"Rob Arsenault" <mani1147athotmaildotcom> wrote:
>>>Way to go Mike, great stuff, thanks.
>>>
>>>
>>>"Mike Audet" <mike@....> wrote in message news:472923eb\$1@linux...
>>>>
>>>> Yo, Yo!
>>>>
>>>> The EQ4+ has been released into the wild!
>>>>
>>>> It's a stereo, 4 band eq that can be set to high pass, low pass, =
high
>>
>>>> shelf,
>>>> low shelf, band pass, or parametric filters, with metering at =
every
stage.
>>>>
>>>> How cool is that?
>>>>
>>>> A special thanks goes out to Chuck for his BarbQ. This is =
basically
>a
>>4
>>>> band stereo version of his plugin on steroids.
>>>>
>>>> Enjoy!
>>>> Download at: www.ensoniq.ca
>>>>
>>>> Mike
>>>>
>>>>
>>>>=20
>>>

>>>
>>
>

I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>

Subject: Rant: Boutique/Vintage BS,...
Posted by [LaMontt](#) on Mon, 15 Oct 2007 14:38:27 GMT
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r />
> >as to have identical attack release threshold settings ?
> >Thanks for what you are doing once again !
> >Regards,
> >Dimitrios
> >
> >"Mike Audet" <mike@....> wrote:
> >>
> >>Thanks, Rob! Let me know if/when it's useful. I'm dying to hear how
> =
> >these
> >>things are being used.
> >>
> >>All the best,
> >>
> >>Mike
> >>
> >>
> >>"Rob Arsenault" <mani1147athotmaildotcom> wrote:
> >>>Way to go Mike, great stuff, thanks.
> >>>
> >>>
> >>>"Mike Audet" <mike@....> wrote in message news:472923eb\$1@linux...
> >>>>
> >>>> Yo, Yo!
> >>>>
> >>>> The EQ4+ has been released into the wild!
> >>>>
> >>>> It's a stereo, 4 band eq that can be set to high pass, low pass,
> =
> >high
> >>
> >>>> shelf,
> >>>> low shelf, band pass, or parametric filters, with metering at =

```

>every
> stage.
> >>>>
> >>>> How cool is that?
> >>>>
> >>>> A special thanks goes out to Chuck for his BarbQ. This is =
>basically
> >a
> >>4
> >>>> band stereo version of his plugin on steroids.
> >>>>
> >>>> Enjoy!
> >>>> Download at: www.ensoniq.ca
> >>>>
> >>>> Mike
> >>>>
> >>>>
> >>>>=20
> >>>
> >>>
> >>
> >
>
>
>
>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>The eq is awesome as I stated in a =
>personal=20
>email.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>As I suggested to you, is it possible =
>to get a=20
>single bypass</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>switch to help achieve unity gain =
>with the=20
>dry?</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2>It does sound much better than what I=20

```

>expected.</DIV>
><DIV>The reverb will be great when it shows
=
>up. =20
>Keep up</DIV>
><DIV>the great work and don't burn =
>out. We need=20
>you!</DIV>
><DIV>Tom</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:472de838\$1@linux">news:472de838\$1@linux...</DIV>
Hi=20
> Dimitrios,

Thanks for your kind words!

I've been reading
=
>up more=20
> on the architecture of the ESP2, and I'm not sure
I can make one =
>plugin=20
> instance talk to another. All the memory is inside
the chip, =
>and it's=20
> probably all stack based. So, once an instance of a plugin
is =
>loaded,=20
> it can only see its own variables. But it is something I'd =
>like
to=20
> try and work around, if possible. :)

One thing I did get =
>working,=20
> though, is the big reverb. I still have to
figure out what =
>parameters=20
> to sent it - there's like 25 of them or something
with next to no=20
> documentation, and I have to build a GUI. But, I'm =
>really,
really=20
> close to getting it out.

I was thinking we could

Subject: Re: Rant: Boutique/Vintage BS,...
Posted by [Bill L](#) on Mon, 15 Oct 2007 19:46:33 GMT
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0
> =
href=3D3D"news:472f2455\$1@linux">news:472f2455\$1@linux...</DIV>
I
=3D
>agree=3D20
> with you, except that when I play back an old project that =3D
>didn't
have the=3D20

> problem, it doesn't crackl, even with more tracks and the same =3D
 >plugs
as the=3D20
 > ppj's that crackle.
Rod
"Tom Bruhl" <<A=3D20
 > href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net=3D20
 > wrote:
>
>
>Hey Rod,
>Do the crackles repeat=3D20
 > themselves in exactly the same places
>on play back? If =3D
 >not, I'd=3D20
 > look at hardware. Do they show up
>in the waveform or are =3D
 >they to=3D20
 > low in level? =3D3D20
>
>If you suspect hardware I'd think =
 =3D
 >CPU, fan=3D20
 > (make it cold!) or
>power supply. Not in that order. =3D
 >Start=3D20
 > with the cheapest fixes first.
>Maybe you were right way back =
 =3D
 >with the=3D20
 > bad UAD assumption?
>
>Still kickin' Paris=3D20
 > around,
>Tom
>
> "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 =3D
 >=3D3D
>news:472e82a3\$1@linux...
>
> Neil,=3D20
 > thanks for your response. see my answers interleaved =3D
 >below
> =3D20
 > Rod
> "Neil" <<A =3D
 >href=3D3D"mailto:OIU@l.com">OIU@l.com=3D20
 > wrote:
> >
> >This is weird... have you =3D
 >tried=3D20
 > any of the following:
> >
> >1.) pan =3D
 >everything=3D20
 > to center, and then see if it still shows up
> >on the =3D
 >left=3D20
 > channel? or is the crackling then centered?
>
> =3D
 >Everything=3D20
 > Panned Ctr still Crackles
> >
> >2.) =3D
 >removing=3D20
 > ALL plugins & EFX, and bouncing dry/clean like
> =3D
 >>that,=3D20
 > with everything panned as you normally would for this
> =3D
 >>mix?=3D20
 > This includes anything inserted across the =3D
 >2-buss.
>
> =3D20
 > Bounce with No FX (Auxes, both internal and external) still=3D20
 > Crackles
>
> Bounce with no plugs...this does =3D

>produce a=3D20
 > crackle free bounce. I =3D3D
>tried this
> the first =3D
 >time it=3D20
 > happened a couple weeks ago, and thought I had it =3D20
 > =3D3D
>narrowed
> down to the UAD plugs. I re-ghosted =3D
 >to a sys=3D20
 > version that had an =3D3D
>earlier
> UAD install =3D
 >(can't remember=3D20
 > the number, it had the Helios, but not =3D
 >the
=3D3D
>Neve
> =3D20
 > 88)and the crackles went away, so I thought it was a software =
 rev=3D20
 > that
=3D3D
>Paris
> didn't like, but just to be =3D
 >sure I=3D20
 > reloaded the new version of the =3D
 >UAD
=3D3D
>software
> (the=3D20
 > one with the Neve 88) and it still didn't crackle. At that=3D20
 > point
=3D3D
>I
> thought it might be something else =3D
 >
 > altogether and since I am in the =3D3D
>middle
> of a =3D
 >mixing=3D20
 > project that I'm using the Neve 88 plug on a lot (love =
 =3D3D
>what =3D
 >
 > it
> does) I just went for it, listening closely to =3D
 >bounces. I=3D20
 > actually did
=3D3D
>2
> bounces of every mix and =3D
 >listened=3D20
 > back to both at the same time, out =3D3D
>of phase
> =3D
 >with each=3D20
 > other, to hear the difference, since the crackles appeared =3D
 >=3D3D
>to=3D20
 > be
> random.) There were maybe 1 or 2 crackles per song on =3D
 >a=3D20
 > couple songs,
=3D3D
>and
> no crackles on the other =3D
 >3 (that=3D20
 > I've done so far). I'm wondering now
=3D3D
>if
> it =3D
 >is a UAD=3D20
 > rev problem that only shows up after some wear and tear=3D20
 > on
=3D3D
>the
> sys. I'm going to re-ghost and =3D
 >re-load=3D20
 > the=3D3D20
> UAD software (Neve 88 ver) tommorrow and see =3D
 >what=3D20
 > happens.
> Just to reiterate...when I did a spdif bounce, =3D
 >even=3D20
 > with my system as
=3D3D
>it
> is tonight, there are =3D
 >no=3D20
 > crackles. That's wierd. Also the crackles =3D

>=3D3D
>never
> show=3D

Subject: Re: Rant: Boutique/Vintage BS,...
Posted by [dc\[3\]](#) on Mon, 15 Oct 2007 22:06:11 GMT
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n =
=3D3D
>exactly=3D20
> the=3D3D20
>same =3D
>places</DIV>
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>on play back? If not, I'd look =
at=3D20
> =3D3D
>
>hardware. Do they show=3D20
> up</DIV>
><DIV&g

Subject: Re: Boutique/Vintage BS,...
Posted by [Aaron Allen](#) on Mon, 15 Oct 2007 22:55:36 GMT
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or =3D
>is the=3D20
> crackling then centered?

Everything Panned =3D
>=3D3D
>Ctr=3D20
> still=3D3D20
> Crackles
>
>2.) =3D
>removing ALL=3D20
> plugins & EFX, and =3D3D
>bouncing=3D3D20
> =3D
>dry/clean=3D20
> like
>that, with everything panned as you normally =3D
>=3D3D
>would=3D20
> for=3D3D20
> this
>mix? This includes anything =3D
>inserted=3D20
> across the=3D3D20
> 2-buss.

Bounce with =3D
>No FX=3D20
> (Auxes, both internal and external) =3D
>=3D3D
>still=3D3D20
> =3D20
> Crackles

Bounce with no plugs...this does produce a =3D
>crackle=3D20
> =3D3D
>free=3D3D20
> bounce. I tried this
the =3D
>first time it=3D20
> happened a couple weeks ago,
=3D3D
>and=3D3D20
> =3D
>thought I had it=3D20
> narrowed
down to the UAD plugs. I re-ghosted =3D3D
>to=3D20
> a=3D3D20
> sys version that had an earlier
UAD =3D
>install (can't=3D20
> remember the =3D3D
>number, it=3D3D20
> had the Helios, =3D

>but not the=3D20
 > Neve
88)and the crackles went away, =3D
 >so
=3D3D
>I=3D3D20
> =3D20
 > thought it was a software rev that Paris
didn't like, but =3D
 >just to=3D20
 > =3D3D
>be sure I=3D3D20
> reloaded the new version of =3D
 >the UAD=3D20
 > software
(the one with the Neve
=3D3D
>
> =3D
 >88) and it=3D20
 > still didn't crackle. At that point I
thought it =3D
 >=3D3D
>might=3D20
 > be=3D3D20
> something else altogether and since I am in the=3D20
 > middle
of a mixing
=3D3D
>project=3D3D20
> =3D
 >that I'm=3D20
 > using the Neve 88 plug on a lot (love what it
does) I=3D20
 > just
=3D3D
>went=3D3D20
> for it, listening closely =3D
 >to bounces. I=3D20
 > actually did 2
bounces of =3D3D
>every =3D
 >mix=3D3D20
> and=3D20
 > listened back to both at the same time, out of phase
with=3D20
 > each
=3D3D
>other,=3D3D20
> to hear the difference, =3D
 >since the=3D20
 > crackles appeared to =3D
 >be
random.)
=3D3D
>There=3D3D20
> =3D20
 > were maybe 1 or 2 crackles per song on a couple songs, and
no =
 =3D
 >
 > =3D3D
>crackles on=3D3D20
> the other 3 (that I've done =3D
 >so far). I'm=3D20
 > wondering now if
it is a =3D3D
>UAD =3D
 >rev=3D3D20
> problem=3D20
 > that only shows up after some wear and tear on the
sys.=3D20
 > I'm
=3D3D
>going=3D3D20
> to re-ghost and re-load the =3D
 >
 >
UAD software (Neve 88 ver) tommorrow =3D3D
>and=3D20
 > see=3D3D20
> what happens.
Just to reiterate...when =3D
 >I did a=3D20
 > spdif bounce, even =3D3D
>with my=3D3D20
> system as =3D
 >it
is=3D20
 > tonight, there are no crackles. That's wierd.=3D20
 > Also
=3D3D
>the=3D3D20
> crackles never
show =3D
 >till=3D20
 > listening to the bounced=3D20
 > =3D3D
>file.
>
>3.)=3D3D20
> can =3D
 >you=3D20
 > determine where the crackle rears it's ugly head?
>IOW,=3D20
 > =3D3D
>is it=3D3D20
> constant, more or less, or is it =3D
 >intermittent?=3D20

> If
>it's =3D3D
>intermittent,=3D3D20
> does =3D
 >it seem to=3D20
 > coincide with any particular
>instrument or =3D
 >=3D3D
>track?=3D20
 > For=3D3D20
> example, could it be a =3D
 >particular
>plugin on=3D20
 > the - let's say - =3D3D
>cowbell=3D3D20
> track, which =3D
 >occurs=3D20
 > though
>most of the song, but not on =3D
 >the=3D3D20
> =3D20
 > (confounded) bridge?

totally random...not in anyway =3D
 >
 > associated
=3D3D
>with a=3D3D20
> particular =3D
 >instrument.=3D20
 > Fairly
study though, like a bowl of rice=3D3D20
> =3D20
 > crispies.
>
>4.) mute/disconnect the right =3D
 >channel=3D20
 > when =3D3D
>listening=3D3D20
> back to
>the=3D20
 > crackle-infested bounce to see if there's any =
 =3D3D
>pattern=3D20
 > that=3D3D20
>
>might apply to (3)=3D20
 > above?

none
>
>5.) Is=3D20
 > =3D3D
>the=3D3D20
> crackle happening on ALL systems? =3D
 >IOW, have=3D20
 > you
>burned a CD of =3D3D
>the=3D3D20
> =3D
 >bounced tracks=3D20
 > & played it back on a home
>stereo, in your =3D
 >=3D3D
>car,=3D20
 > on=3D3D20
> headphones, etc? Is it possible =3D
 >that
>for some=3D20
 > odd reason the =3D3D
>crackle is=3D3D20
> due to =3D
 >something in=3D20
 > your
>monitoring setup that isn't showing up=3D20
 > =3D3D
>on=3D3D20
> regular playback, =3D
 >but
>might be=3D20
 > showing up on a rendered =3D
 >=3D3D
>file?
This=3D3D20
&g

Subject: Re: Rant: Boutique/Vintage BS,...
 Posted by [Neil](#) on Tue, 16 Oct 2007 00:45:50 GMT
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gt; =3D3D
>submix by=3D3D20
> itself.
>>This =3D
 >is a 24 bit=3D20
 > mix with 24 bit tracks, so I =3D3D
>tried=3D3D20
> =3D
 >(advice from=3D20
 > Aaron)
>rendering
>>some of the tracks to=3D20

> 16 bit. I rendered all the drums (15 tracks)
 > and 5 other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles came
 > back when bouncing the entire mix. That's where I'm at. I can
 > always do 24 bit spdif bounce method...it's a real hassle because of the
 > way monitoring and work flow is, but it's doable, and
 > seems to work, but I'd like to get this thing figured out.
 > I've had it for today. Going to crash.
 > "Rod" Lincoln <A= href="mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com
 =
 >>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com=
 >A>= 24 bit wrote: >>>Well, I THOUGHT I had my
 > "bounce to disk" crackles whipped, but they came back. This time I
 > re-patched and did a spdif bounce and that seemed to cure it. I haven't tried it yet
 > with bounce to disk to verify that the crackling comes back, but I bet it
 >= will. I wonder what could be causing this?
 > The last time I did a fresh install of my system (via ghost) and it seemed
 > to get rid of it, for a while. I'm going to try a bounce to disk and see if
 > the crackles return. The way

```

>
> =3D3D<BR>>my=3D3D20<BR>> system is set up, because of space =3D
>limitations,=3D20
> and the=3D3D20<BR>> =3D
>fact<BR>>>that<BR>>>>I=3D20
> have to have my drums basically =3D3D<BR>>in the=3D3D20<BR>> =3D
>mix position=3D20
> (facing the other<BR>>>way)<BR>>>>makes it=3D20
> =3D3D<BR>>A=3D3D20<BR>> FREAKIN PITA to crawl behind the gear =3D
>and unplug=3D20
> the=3D3D20<BR>> spdif<BR>cable<BR>>>>going =3D
>to the=3D20
> DAC-1 and re-patch a cable =3D3D<BR>>loop. I=3D3D20<BR>> =3D
>accidently=3D20
> unplugged something<BR>>>>while doing it, and had =3D
>=3D3D<BR>>to=3D20
> rip=3D3D20<BR>> about half the system out to =3D
>find=3D3D20<BR>> =3D20
> =3D
>=3D3D<BR>>it.<BR>ERRRRRRRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>=3D
>>>><BR>><BR></BLO=3D3D<BR>>CKQUOTE><BR>>=3D
>;<DIV><FONT=3D20
> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight =3D
>spam,=3D20
> =3D
>=3D3D<BR>>and=3D3D20<BR>>you?<BR><A=3D3D20<BR>>href=3D3D3D "<A=3D20
> =3D
=
>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D=

>>=3D3D<BR>>.html</A>=3D20
> =3D
></FONT></DIV></BODY></HTML><BR>><BR>><BR></=3D
>BLOCKQUOTE></BODY></HTML>
>
>

```

-----=_NextPart_000_003F_01C81F9F.29678390

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

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<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>Rod,</DIV>
<DIV>Have you tried mixing the song three =
times to see=20
if you get lucky?</DIV>
<DIV>Stupid I know.</DIV>
<DIV> </DIV>
<DIV>Smells like hardware or UAD rev =
incompatability to=20
m

Subject: Re: Rant: Boutique/Vintage BS,...
Posted by [LaMontt](#) on Tue, 16 Oct 2007 02:37:14 GMT
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> that, with everything panned as you normally would for=20
this
> > > mix? This includes anything inserted =
across=20
the 2-buss.
> >
> > Bounce with No =
FX=20
(Auxes, both internal and external) still =
=3D
>Crackles
> >=20
>
> > Bounce with no plugs...this does produce =
a=20
crackle free bounce. I =3D
>=3D3D
> > >tried =
this

Subject: Re: Boutique/Vintage BS,...
Posted by [LaMontt](#) on Tue, 16 Oct 2007 02:42:29 GMT
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> >=20
> > the first time it happened a couple weeks ago, and thought =
I had=20
it
=3D
> =3D3D
> > >narrowed
> > =
> > down=20
to the UAD plugs. I re-ghosted to a sys version that had an=20
=3D
>=3D3D
> > >earlier
> > > > =
UAD install=20
(can't remember the number, it had the Helios, but=20
not
=3D
>the
> > =3D3D
> > =

>Neve
> =20
 > 88)and the crackles went away, so I thought it was a =
 software rev=20
 =3D
>that
> =3D3D
> =
 >Paris
> =20
 > didn't like, but just to be sure I reloaded the new version =
 of=20
 the
=3D
>UAD
> =3D3D
> =
 >software
> =20
 > (the one with the Neve 88) and it still didn't =
 crackle. At=20
 that =3D
>point
> =3D3D
> =
 >l
> =20
 > thought it might be something else altogether and since I =
 am in=20
 the
=3D
>=3D3D
> >middle
> =
 > of a=20
 mixing project that I'm using the Neve 88 plug on a lot=20
 (love
=3D
>=3D3D
> >what it
> =
 > does)=20
 I just went for it, listening closely to bounces. I=20
 actually
=3D
>did
> =3D3D
> =
 >2
> =20
 > bounces of every mix and listened back to both at the same =
 time,=20
 =3D
>out =3D3D
> >of phase
> =
 > with each=20
 other, to hear the difference, since the crackles =3D
>appeared=20
 =3D3D
> >to be
> >random.) There =
 were maybe=20
 1 or 2 crackles per song on a couple =3D
>songs,
> =20
 =3D3D
> >and
> >no crackles on =
 the other 3=20
 (that I've done so far). I'm wondering =3D
>now
> =20
 =3D3D
> >if
> >it is a UAD rev =
 problem that=20
 only shows up after some wear and tear
=3D
>on
> =20
 =3D3D
> >the
> >sys. I'm going to =
 re-ghost=20
 and re-load the=3D3D20
> >UAD software (Neve 88 =
 ver)=20
 tommorrow and see what happens.
> >Just to=20
 reiterate...when I did a spdif bounce, even with my=20
 system
=3D
>as
> =3D3D
> =
 >it
> =20
 > is tonight, there are no crackles. That's wierd. Also the=20
 crackles
=3D
>=3D3D
> >never
> =
 > show=20

till listening to the bounced file.
> > =20
 >
> > > >3.) can you determine where the =
 crackle=20
 rears it's ugly head?
> > > LOW, is it =
 constant, more=20
 or less, or is it intermittent? If
> > > it's=20
 intermittent, does it seem to coincide with any =
 particular
> =20
 > >instrument or track? For example, could it be a=20
 particular
> > > plugin on the - let's say - =
 cowbell=20
 track, which occurs though
> > > most of the =
 song, but=20
 not on the (confounded) bridge?
> >
> =
 > =20
 totally random...not in anyway associated with a particular =
 =3D3D
> =20
 >instrument. Fairly
> > > study though, like a =
 bowl of=20
 rice crispies.
> > >
> > =
 >4.)=20
 mute/disconnect the right channel when listening back to
> =
 > >the crackle-infested bounce to see if there's any =
 pattern=20
 =3D
>that=3D3D20
> > >might apply to (3) =
 above?
> >
> > none
> =20
 > >
> > >5.) Is the crackle =
 happening on=20
 ALL systems? IOW, have you
> > >burned a CD of =
 the=20
 bounced tracks & played it back on a home
> > =
 >stereo, in your car, on headphones, etc? Is it possible =
 that
> =20
 > >for some odd reason the crackle is due to something in=20
 your
> > >monitoring setup that isn't showing =
 up on=20
 regular playback, but
> > >might be showing up =
 on a=20
 rendered file?
> > This first came to my =
 attention after=20
 I burned a CD of test mixes =3D
>for
> =
 =3D3D
> =20
 >the
> > client and he called me after he got =
 home and=20
 listened on his =3D
>system =3D3D
> =

>(this
> =20
> was an audio CD)so I would say it happens on all =
systems...but I=20
=3D
>=3D3D
> >>havn't burnt
> =
> another=20
CD yet.
> > It does happen on my NS 10's as well =
as my=20
Mackie 824's. The 824's
=3D
>=3D3D
> =
>are

Subject: Re: Rant: Boutique/Vintage BS,...
Posted by [LaMontt](#) on Tue, 16 Oct 2007 03:05:03 GMT
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=20
hooked
> > up thru the spdif out of the mec to a =
DAC-1 to=20
a PVC passive volume
=3D
>=3D3D
> =
>>control.
> =20
> The NS 10's are hooked up thru 2 analogue outs from the Mec =
into=20
a
=3D
>>GFA
> =3D3D
> =
>>power
> =20
> amp. Crackles exist on the left channel on both sets of=20
speakers.
> > > >
> > =
>6.) What=20
happens when you open up an older project that you
> =
> =20
>>DIDN'T have this problem on...? If you do a bounce with=20
that,
> > >>does it sound as it did before, or =
does it=20
now have the
> > >>crackles in =
it?
> =20
>>
> > >>Not nearly as bad...No study diet of =
rice=20
crispies, but there were
=3D
>>a =3D3D
> =20
>>couple
> > of crackles (random, I bounced =
twice and=20
listend to both mixes out
=3D
>>of
> =
=3D3D
> =20
>>phase,
> > >>set markers at the crackles, and =
verified=20
by listening one at a =3D
>>time)
> =
=3D3D
> =20
>>This
> > also leads me to believe it's some =
sort of=20
ppj corruption brought =3D
>>on =3D3D
> > by =

the
 > UAD stuff, only it happens over time, but I haven't been =
 able to
 =3D
>=3D3D
>>verify this
>>=20
 yet.
>>>>
>>>>>7.) =
 Have you=20
 tried physically swapping your left speaker with
>>=20
 >your right speaker?
>>>> swapping speakers =
 make no=20
 difference, swapping the cables leading =3D
>>to =
 =3D3D
>>=20
 >the
>>>> speakers makes it happen in the right =
 speaker.
>>>>
>>>>>=20
 Just=20
 trying to think of things to try & narrow it down by
>>=20
 >>process of elimination.
>>=20
 >
>>=20
 >>I appreciate your thought process. If this makes a light go =
 off=20
 for
=3D
>=3D3D
>>>you,
>>=20
 >>please let=20
 me know.
>>>>
>>>>>=20
 >Can you=20
 e-mail me an mp3 file of any song or songs that it's
>>=20
 >>doing this on? If so, send it to:>>neil>>DOT =
 henderson=20
 AT
>>>>>sbcglobal DOT net>>>>>>I'd be =
 curious=20
 as to what it sounds like.
>>>>
>>>>>=20
 will=20
 Do
>>>>>
>>>>>=20
 >Neil
>>>>>
>>>>>=20
 >
>>>>>>"Rod Lincoln" <A=20
 =
 href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
 t;=20
 wrote:
>>>>>>>
>>>>>>=20
 >>OK..I got everything hooked backk up and sure enough, the=20
 crackle
=3D
>>is
>>>=3D3D
>>=20
 >>back
>>=20
 >>>on bounce to disk...in the left channel only, same =
 as=20
 always. I =3D
>=3D3D
>>>>tried =

panning
> =20
 > >>everything opposite, crackle, tried lowering =
 levels,=20
 crackle.
> > >>When I took all the tracks =
 off the=20
 submixes except for the drums
=3D
>on
> =
 =3D3D
> =20
 >submix
> > >>1, there were NO crackles. =
 There=20
 were also NO crackles when =3D
>bouncing
> =
 =3D3D
> =20
 >audio
> > >>from any submix by=20
 itself.=3D3D20
> > >>This is a 24 bit mix =
 with 24 bit=20
 tracks, so I tried (advice from
=3D
>=3D3D
> =20
 >Aaron)
> > >>rendering
> =
 > =20
 >>some of the tracks to 16 bit. I rendered all the drums (15=20
 =3D
>tracks) =3D3D
> >>and
> =
 > =20
 5
> > >>other tracks to 16 bit, leaving 10 =
 tracks=20
 at 24 bit...Crackles =3D
>came
> =3D3D
> =
 >back
> > >>when bouncing the entire =
 mix. That's=20
 where I'm at. I can always =3D
>do =3D3D
> =
 >the
> =20
 > spdif
> > >>bounce method...it's =
 a real=20
 hassle because of the way my =3D
>moitoring =3D3D
> =20
 >and
> > >>work
> > =
 >>flow=20
 is, but it's doable, and seems to work, but I'd like to=20
 get
=3D
>=3D3D
> >>this thing
> =
 > =20
 >>figured out.=3D3D20
> > >>I've had =
 it for=20
 today. Going to crash.
> > =
 >>Rod
> =20
 > >>"Rod Lincoln" <A=20
 =
 href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com=
 >=20
 wrote:
> > >>>
> > =20
 >>>Well, I THOUGHT I had my "bounce to disk" crackles =
 whipped,=20
 but
=3D
>=3D3D
> >>they came
> =

>=20
>>back. This time I re-patched and did a spdif bounce and =
that=20
=3D
>seemed
>=3D3D
>=20
>to
>=20
>>cure
>=20 >> >>it. I haven't =
tried it=20
yet with bounce to disk to verify that =
the
=3D
>=3D3D
>=20
>crackling
> >> >>>comes back, but I =
bet it=20

Subject: Re: Boutique/Vintage BS,...
Posted by [Aaron Allen](#) on Tue, 16 Oct 2007 06:03:22 GMT
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something
>=20
>>>while doing it, and had to rip about half the system out =
to=20
=3D
>find =3D3D
>=20 >>it.
>=20 >>=20
ERRRRRRRRRRRRRRRRRRRR!
>=20
>>>Rod
>=20
>> >>>
>=20 >>>
>=20
>>
> >>
> >>
> >>I choose =
Polesoft=20
Lockspam to fight spam, and you?
>=20
>http://www.polesoft.com/refer.html=3D20
>=20
>
> >><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
Transitional//EN">>
>=20
><HTML>><HEAD>>
>=20
><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html";=20
=3D3D
> >>charset=3D3D3Diso-8859-1">>
>=20
><META=20
content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>>
>=20
><STYLE>></STYLE>>
>=20
></HEAD>>
>=20
><BODY bgColor=3D3D3D#ffffff>>
>=20
><DIV>><FONT=20
face=3D3D3DArial size=3D3D3D2>>Hey =
Rod,
>></DIV>>
>=20
><DIV>>>Do the =
crackles repeat=20
=3D
>themselves in =3D3D
>=20 >>exactly =
the=3D3D20
>=20
>same places
>></DIV>>=20
><DIV>><FONT=20

face=3D3D3DArial size=3D3D3D2>on play back? If not, I'd look =
 =3D
>at=20
 =3D3D
> >
> >hardware. Do they show=20
 up</DIV>
> ></DIV></FONT=20
 face=3D3D3DArial size=3D3D3D2>in the waveform or are they to =
 =3D
>low in=20
 =3D3D
> >level? =3D3D20
> >=20
 ></DIV>
> ></DIV></FONT=20
 face=3D3D3DArial size=3D3D3D2> =
 </DIV>
> >=20
 ></DIV>If you =
 suspect hardware=20
 I'd =3D
>think CPU,
> >=3D3D
> >=20
 ></FONT=3D3D20
> >>face=3D3D3DArial=20
 size=3D3D3D2>fan (make it cold!) =
 or</DIV>
> >=20
 ></DIV>power supply. =
 Not in that=20
 =3D3D
> >order. Start=3D3D20
> >with=20
 the cheapest =
 fixes=20
 =3D3D
> >first.</DIV>
> >=20
 ></DIV>Maybe you =
 were right way=20
 back =3D
>with the
> >=3D3D
> >>bad=20
 UAD=3D3D20
> >=
 >assumption?</DIV>
> >=20
 ></DIV> =

 </DIV>
> ></DIV></FONT face=3D3D3DArial=20
 size=3D3D3D2>Still kickin' Paris =3D3D
> >=20
 >around,</DIV>
> >=
 ></DIV></FONT=20
 face=3D3D3DArial =
 size=3D3D3D2>Tom</DIV>>
> >=20
 ></DIV> =

 </DIV>
> ></BLOCKQUOTE=3D3D20
> >=20
 ></DIV></FONT style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
 5px;=20
 =3D
>=3D3D
> >>BORDER-LEFT: #000000 2px solid; =
 MARGIN-RIGHT:=20
 0px">
> > ></DIV>"Rod Lincoln"=20
 <</A=3D3D20
> >> >=3D3D
> >=20
 =3D
>>>href=3D3D3D"<A=20
 =
 href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.comm=
 aillto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A/>=3D=

head?

LOW,
=3D

=3D3D

is=20
 it=3D3D20

 constant, more or less, or is it=20
 intermittent? If

it's =3D3D

=20

intermittent,=3D3D20

 does it seem to =
 coincide with=20
 any particular

instrument or =3D3D

 =

track?=20
 For=3D3D20

 example, could it be a=20
 particular

plugin on the - let's say - =
 =3D

=3D3D

=20

cowbell=3D3D20

 track, which occurs=20
 though

most of the song, but not on=20
 =3D

the=3D3D20

 (confounded)=20
 bridge?

totally random...not in anyway=20
 =3D

associated

 =3D3D

with=20
 a=3D3D20

 particular instrument. =
 Fairly

study=20
 though, like a bowl of =3D

rice=3D3D20

 =

 crispies.

.) mute/disconnect the right =
 channel=20
 when =3D3D

listening=3D3D20

 =
 back=20
 to

the crackle-infested bounce to see if there's any=20
 =3D3D

pattern that=3D3D20

=20

might apply to (3)=20
 above?

none
&

5.) Is=20
 =3D3D

the=3D3D20

 crackle =
 happening on=20
 ALL systems? IOW, have you

burned a CD=20
 of
=3D

=3D3D

the=3D3D20

=

 bounced=20
 tracks & played it back on a home

stereo, in your=20
 =3D3D

car, on=3D3D20

 =
 headphones, etc?=20
 Is it possible that

for some odd reason the=20
 =3D

=3D3D

crackle is=3D3D20

=

 due to=20
 something in your

monitoring setup that isn't showing=20
 up
=3D

=3D3D

on=3D3D20

=

 regular=20
 playback, but

might be showing up on a rendered =
 =3D3D

=20

file?

This=3D3D20

 first came to =
 my=20
 attention after I burned a CD of test mixes for =
 =3D

=3D3D

=20

the

client=3D3D20

 and he called =

me after=20
 he got home and listened on his system =3D3D
> =20
 >(this
was an=3D3D20
> > audio CD)so =
 I would=20
 say it happens on all systems...but I =
 =3D
>havn't=3D3D20
> =20
 > burnt
another CD yet.
It does happen on =
 my NS=20
 10's as well as
=3D
>my
> =3D3D
> =20
 >
> > Mackie 824's. The 824's are =
 hooked
up=20
 thru the spdif out of =3D3D
> >the =
 mec=3D3D20
> =20
 > to a DAC-1 to a PVC passive volume control.
The NS =
 10's=20
 are =3D
>hooked
> =3D3D
> >up=20
 thru=3D3D20
> > 2 analogue outs from the Mec into =
 a GFA=20
 power
amp. Crackles =3D
>exisist
> =
 =3D3D
> =20
 >on the=3D3D20
> > left channel on both sets =
 of=20
 speakers.
>
> ;6.) What happens=20
 =3D
>=3D3D
> >when=3D3D20
> =
 > you open up=20
 an older project that you
>DIDN'T have this=20
 problem
=3D
>=3D3D
> =
 >on...?=3D3D20
> > =20
 If you do a bounce with that,
>does it sound as it did =
 before,=20
 =3D
>=3D3D
> >or does=3D3D20
> =
 > it now=20
 have the
>crackles in it?

Not nearly as =
 bad...No =3D
>=3D3D
> >study=3D3D20
> =
 > =20
 diet of rice crispies, but there were a couple
of cr

Subject: Re: Rant: Boutique/Vintage BS,...
 Posted by [DC](#) on Tue, 16 Oct 2007 14:01:42 GMT
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;swapping speakers make=20
 =3D
>no=3D3D20
> > difference, swapping the =
 cables=20
 leading to the
speakers makes =
 it
=3D
>=3D3D
> =20

>>intermittent?=20

>>it seem to=20

>> coincide with any particular
>instrument or =

>>=3D
>track?=20

>>particular
>plugin on=20

>> the - let's say - =3D<

Subject: Re: Rant: Boutique/Vintage BS,...

Posted by [dc\[3\]](#) on Tue, 16 Oct 2007 22:04:39 GMT

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>>occurs=20

>> though
>most of the song, but not on =

>> (confounded) bridge?

totally random...not in anyway =

>>

>>instrument.=20

>> crispies.
>
>4.) mute/disconnect the right =

>>channel=20

>> crackle-infested bounce to see if there's any =3D
>pattern=20

>> above?

none
>
>5.) Is=20

>>IOW, have=20

>>bounced tracks=20

>> & played it back on a home
>stereo, in your =

>>=3D
>car,=20

>>that
>for some=20

>>something in=20

>> your
>monitoring setup that isn't showing up=20

>>but
>might be=20

>> showing up on a rendered =

>> came to my attention after I burned a CD of test mixes for=20

>>after he got=20

>> home and listened on his system =3D
>(this
was=20

>>systems...but I=20

>>does happen=20

>>The 824's=20

>> are hooked
up thru the spdif out of =3D
>the =

>> to a DAC-1 to a PVC passive volume control.
The NS 10's are=20

>>the Mec into=20

>> a GFA power
amp. Crackles exist
=3D
>on =

>> left channel on both sets of speakers.
>
>6.) =

>

Subject: Re: Rant: Boutique/Vintage BS,...

Posted by [dc\[3\]](#) on Tue, 16 Oct 2007 22:06:05 GMT

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;>What=20

>>project that=20

>> you
>DIDN'T have this problem =

>

Subject: Re: Rant: Boutique/Vintage BS,...

Posted by [LaMontt](#) on Wed, 17 Oct 2007 00:29:09 GMT

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e 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 =

>=3D3D

> > >instrument. Fairly

> > > st
