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Subject: OT Cubase computer probs ... No?

Posted by [Tom Bruhl](#) on Wed, 17 Oct 2007 23:23:28 GMT

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gt; =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=3D20

>>> > this<BR>yet.<BR>><BR>>7.) Have you tried physically swapping =3D

>>> >your left=3D20

>>> > speaker with<BR>>your right speaker?<BR>swapping speakers make =

>>>no=3D20

>>> > difference, swapping the cables leading to the<BR>speakers makes

it

>>=

>>>=3D

>>> >happen in=3D20

>>> > the right speaker.<BR>><BR>>Just trying to think of things to =3D

>>> >try &=3D20  
>>> > narrow it down by<BR>>process of elimination.<BR><BR>I appreciate  
>=  
>>>=3D  
>>> >your=3D20  
>>> > thought process. If this makes a light go off for you,<BR>please  
=  
>>>let =3D  
>>> >me=3D20  
>>> > know.<BR>><BR>>Can you e-mail me an mp3 file of any song or =3D  
>>> >songs that=3D20  
>>> > it's<BR>>doing this on? If so, send it to: neil =3D  
>>> >DOT=3D20  
>>> > henderson AT<BR>>sbcglobal DOT net I'd be curious as to =3D  
>>> >what it=3D20  
>>> > sounds like.<BR><BR>will =3D  
>>> >Do<BR>>&I

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Subject: Re: OT Cubase computer probs ... No?  
Posted by [Neil](#) on Thu, 18 Oct 2007 00:38:33 GMT  
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t;<BR>>Neil<BR>><BR>><BR>>"Rod=3D20  
>>> > Lincoln" <<A=3D20  
>>> > =3D  
>>> =  
>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=  
>>>>&g=3D  
>>> >t;=3D20  
>>> > wrote:<BR>>><BR>>>OK..I got everything hooked backk up and =3D  
>>> >sure=3D20  
>>> > enough, the crackle is back<BR>>>on bounce to disk...in the left  
=  
>>>=3D  
>>> >channel=3D20  
>>> > only, same as always. I tried panning<BR>>>everything oppisite, =3D  
>>> >crackle,=3D20  
>>> > tried lowering levels, crackle.<BR>>>When I took all the tracks =3D  
>>> >off the=3D20  
>>> > submixes except for the drums on submix<BR>>>1, there were NO =3D  
>>> >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  
&gt;

---

Subject: Re: OT Cubase computer probs ... No?  
Posted by [Tom Bruhl](#) on Thu, 18 Oct 2007 02:30:44 GMT  
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```

gt;> >
>>>
>>>
>>><!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>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
>>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>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

>>>(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 I=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. I=20

>>>listened=20

>>>with each=20  
>>> other, to hear the difference, since the crackles appeared =  
>>>=3D<BR>>to=20

>>>a=20

>>>3 (that=20

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

>>>re-load=20

>>>what=20

>>>even=20

>>>no=20  
>>> crackles. That's wierd. Also the crackles =

>>>>3.)=20  
>>> can you determine where the crackle rears it's ugly =

>>> >IOW, is it constant, more or less, or is it intermittent? =

>>> >it's intermittent, does it seem to coincide with any=20

>>>it be a=20

>>>track, which=20

>>>(confounded)=20

>>>associated with a=20

>>>like a bowl=20

>>>mute/disconnect the=20

>>>crackle-infested=20

>>>apply to=20

>>>>5.)=20

>>> >burned a CD of the bounced tracks & played it back on a=20

>>>possible=20

>>>something in=20

>>>regular=20

>>>CD of=20

>>>after he=20

>>>an audio=20

>>> CD)so I would say it happens on all systems...but I =3D

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Subject: Re: OT Cubase computer probs ... No?  
Posted by [DJ](#) on Thu, 18 Oct 2007 03:48:24 GMT  
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Lockspam to fight spam, and=20

>>> <BR><BR><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20  
>>> Transitional//EN"><BR><HTML><HEAD><BR><META=20  
>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20  
>>> =3D<BR><BR> charset=3D3Diso-8859-1"><BR><META =  
>>>content=3D3D"MSHTML=20  
>>> 6.00.2800.1400"=20  
>>> =  
>>>name=3D3DGENERATOR><BR><STYLE></STYLE><BR></HEA=  
>>>D><BR><BODY=20  
>>> bgColor=3D3D#ffffff><BR><DIV><FONT face=3D3DArial =  
>>>size=3D3D2>Hey=20  
>>> Rod,</FONT></DIV><BR><DIV><FONT =  
>>>face=3D3DArial=20  
>>> size=3D3D2>Do the crackles repeat themselves in =3D<BR>>exactly=20  
>>> the=3D20<BR>>same =  
>>>places</FONT></DIV><BR><DIV><FONT=20  
>>> face=3D3DArial size=3D3D2>on play back? If not, I'd look at=20  
>>> =3D<BR>><BR>>hardware. Do they show=20  
>>> up</FONT></DIV><BR><DIV><FONT face=3D3DArial=20  
>>> size=3D3D2>in the waveform or are they to low in =3D<BR>>level?=20  
>>> =3D20<BR>></FONT></DIV><BR><DIV><FONT =  
>>>face=3D3DArial=20  
>>> size=3D3D2></FONT> </DIV><BR>><DIV><FONT =  
>>>face=3D3DArial=20  
>>> size=3D3D2>If you suspect hardware I'd think=20

```

>>> CPU,<BR>=3D<BR>></FONT><FONT=3D20<BR>>face=3D3DArial =
>>>size=3D3D2>fan=20
>>> (make it cold!) or</FONT></DIV><BR>><DIV><FONT =
>>>
>>> face=3D3DArial size=3D3D2>power supply. Not in that =
>>>=3D<BR>>order.=20
>>> Start=3D20<BR>>with </FONT><FONT face=3D3DArial =
>>>size=3D3D2>the=20
>>> cheapest fixes=20
>>> =3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2>Maybe you were right way back with=20
>>> the<BR>=3D<BR>>bad=20
>>> =
>>>UAD=3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=
>>>t;FONT=20
>>> face=3D3DArial size=3D3D2></FONT> =
>>></DIV><BR>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2>Still kickin' Paris=20
>>> =3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =
>>>
>>> face=3D3DArial=20
>>> size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2></FONT>=20
>>> =
>>></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =
>>>0px;=20
>>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 =
>>>2px solid;=20

>>> =
>>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>>>mp;g">mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

>>> =
>>>href=3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>Neil=
>>>'>news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV>=

>>> thanks for your response. see my answers interleaved=20

>>><<A=20
>>> href=3D3D"<A=20
>>> =
>>>href=3D'mailto:OIU@I.com">OIU@I.com</A>'mailto:OIU@I.com">OIU@I.com<=
>>>;/A</A>>>=20
>>> =3D<BR>>wrote:<BR>><BR>>This =

```



>>> have you tried any of the following:<BR>><BR>>1.)=20

>>>shows=20

>>>is the=20

>>> crackling then centered?<BR><BR>Everything Panned =

>>>=3D<BR>>Ctr=20

>>>removing ALL=20

>>>dry/clean=20

>>> like<BR>>that, with everything panned as you normally =

>>>=3D<BR>>would=20

>>>inserted=20

>>>No FX=20

>>> (Auxes, both internal and external) =

>>> Crackles<BR><BR>Bounce with no plugs...this does produce a =

>>>crackle=20

>>>first time it=20

>>>thought I had it=20

>>> narrowed<BR>down to the UAD plugs. I re-ghosted =3D<BR>>to=20

>>>install (can't=20

>>>but not the=20

>>> Neve<BR>88)and the crackles went away, =

>>> thought it was a software rev that Paris<BR>didn't like, but =

>>>just to=20

>>>the UAD=20

>>>88) and it=20

>>> still didn't crackle. At that point I<BR>thought it =

>>>=3D<BR>>might=20

>>>that I'm=20

>>> using the Neve 88 plug on a lot (love what it<BR>does) I=20

>>>to bounces. I=20

>>> actually did 2<BR>bounces of =3D<BR>>every =

>>> listened back to both at the same time, out of phase<BR>with=20

>>>since the=20

>>> crackles appeared to =

>>> were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =  
>>>

>>>so far). I'm=20

>>> wondering now if<BR>it is a =3D<BR>>UAD =

>>> that only shows up after some wear and tear on the<BR>sys.=20

>>>

>>> <BR>UAD software (Neve 88 ver) tommorrow =3D<BR>>and=20

>>>I did a=20

>>>it<BR>is=20

>>> tonight, there are no crackles. That's wierd.=20

>>>till=20

>>> listening to the bounced=20

>>>you=20

>>> determine where the crackle rears it's ugly head?<BR>>IOW,=20

>>>intermittent?=20

>>>it seem to=20

>>> coincide with any particular<BR>>instrument or =

>>>=3D<BR>>track?=20

>>>particular<BR>>plugin on=20

>>>occurs=20

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

>>> (confounded) bridge?<BR><BR>totally random...not in anyway =  
>>>

>>>instrument.=20

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

>>>channel=20

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

>>> above?<BR><BR>none<BR>><BR>>5.) Is=20

>>>IOW, have=20

>>>bounced tracks=20

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

>>>=3D<BR>>car,=20

>>>that<BR>>for some=20

>>>something in=20

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

>>>but<BR>>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<BR>>(this<BR>was=20

>>>systems...but I=20

>>>does happen=20

>>>The 824's=20

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

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

>>>the Mec into=20

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

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

>>>What=20

>>>project that=20

>>> you<BR>>DIDN'T have this problem =

>>> you do a bounce with that,<BR>>does it sound as it did =

>>>before,=20

>>>the<BR>>crackles in=20

>>> it?<BR><BR>Not nearly as b

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Subject: Re: OT Cubase computer probs ... No?

the drums on=20  
>>> submix<BR>>>1, there were NO =

>>> There were also NO crackles when bouncing audio<BR>>>from =  
>>>any=20

>>>is a 24 bit=20

>>>(advice from=20  
>>> Aaron)<BR>>>rendering<BR>>>some of the tracks to=20

>>>tracks)=20  
>>> and<BR>5<BR>>>other tracks =3D<BR>>to =

>>> bit, leaving 10 tracks at 24 bit...Crackles came =  
>>>back<BR>>>when=20

>>>I'm at. I can=20

>>>the<BR>spdif<BR>>>bounce=20  
>>> method...it's a real hassle because of =3D<BR>>the =

>>> moitoring and<BR>work<BR>>>flow is, but it's doable, =  
>>>and=20

>>> thing<BR>>>figured out.=20

>>>Going to=20  
>>> crash.<BR>>>Rod<BR>>>"Rod=20

>>> =3D<BR>>href=3D3D"<A=20  
>>> =  
>>>href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=  
>>>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=

>>> wrote:<BR>>>><BR>>>>Well, I THOUGHT I =  
>>>had my=20

>>>they=20

>>>re-patched=20

>>> to<BR>>>cure<BR>>>>it. I havn't tried it yet =  
>>>with=20

>>> crackling<BR>>>>comes back, but I bet it =

>>>=3D<BR>>will.=20

>>> =3D<BR>>The<BR>>>last<BR>>>>time=20

>>>it seemed=20

>>>I'm going=20

>>> the<BR>>>>crackles return.<BR>>>>The way =  
>>>

>>>limitations,=20

>>>fact<BR>>>>that<BR>>>>I=20

>>>mix position=20

>>> (facing the other<BR>>>>way)<BR>>>>makes it=20

>>>and unplug=20

>>>to the=20

>>>accidently=20

>>> unplugged something<BR>>>>while doing it, and had =  
>>>=3D<BR>>to=20

>>> =  
>>>=3D<BR>>it.<BR>ERRRRRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>=  
>>>>><BR>><BR></BLO=3D<BR>>CKQUOTE><BR>>=  
>>>;<DIV><FONT=20  
>>> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
>>>spam,=20

>>> =  
>>>=3D<BR>>and=3D20<BR>>you?<BR><A=3D20<BR>>href=3D3D "<A=20  
>>> =  
>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=  
>>>=3D<BR>>.html</A>=20

>>> =  
>>></FONT></DIV></BODY></HTML><BR>><BR>><BR>></=  
>>>BLOCKQUOTE></BODY></HTML>  
>>>  
>>>  
>>  
>You know, the only other thing I can t

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Subject: Re: OT -- back to the past

Posted by [steve the artguy](#) on Thu, 18 Oct 2007 05:43:36 GMT

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t;> > >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  
>>=  
>>>>for  
>>>> =3D  
>>>> >the  
>>>> > client and he called me after he got home and listened on his =  
>>>>system =3D  
>>>> >(this  
>>>> > was an audio CD)so I would say it happens on all systems...but I  
>=  
>>>>=3D  
>>>> >havn't burnt  
>>>> > another CD yet.  
>>>> > It does happen on my NS 10's as well as my Mackie 824's. The 824's  
>>=  
>>>>=3D  
>>>> >are hooked  
>>>> > up thru the 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@nospamn.kc.rr.com> wrote:  
>>>> > >>  
>>>> > >>>Well, I THOUGHT I had my "bounce to d

---

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Subject: Re: OT Cubase computer probs ... No?  
Posted by [Nei](#) on Thu, 18 Oct 2007 06:23:18 GMT  
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---

isk" 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 havn'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 accidently =3D
>>>> >unplugged something
>>>> > >>>while doing it, and had to rip about half the system out to
=
>>>>find =3D
>>>> >it.
>>>> > ERRRRRRRRRRRRRRRRRRRRR!
>>>> > >>>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=3D3Diso-8859-1">
>>>> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>>> ><STYLE></STYLE>
>>>> ></HEAD>
>>>> ><BODY bgColor=3D3D#ffffff>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Hey Rod,</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Do the crackles repeat =

```

```

>>>>themselves in =3D
>>>> >exactly the=3D20
>>>> >same places</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>on play back? If not, I'd look
>>=
>>>>at =3D
>>>> >
>>>> >hardware. Do they show up</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>in the waveform or are they to
>>=
>>>>low in =3D
>>>> >level? =3D20
>>>> ></FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>If you suspect hardware I'd =
>>>>think CPU,
>>>> =3D
>>>> ></FONT><FONT=3D20
>>>> >face=3D3DArial size=3D3D2>fan (make it cold!) or</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>power supply. Not in that =3D
>>>> >order. Start=3D20
>>>> >with </FONT><FONT face=3D3DArial size=3D3D2>the cheapest fixes =3D
>>>> >first.</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Maybe you were right way back
>=
>>>>with the
>>>> =3D
>>>> >bad UAD=3D20
>>>> >assumption?</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Still kickin' Paris =3D
>>>> >around,</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> ><BLOCKQUOTE=3D20
>>>> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
>>=
>>>>=3D
>>>> >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@l.com">OIU@l.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  
&g

---

---

Subject: Re: OT -- back to the past  
Posted by [Neil](#) on Thu, 18 Oct 2007 06:27:56 GMT  
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---

t;>>> > 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 everythin

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Subject: Re: OT -- back to the past  
Posted by [DJ](#) on Thu, 18 Oct 2007 06:32:13 GMT  
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---

;>>> >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=3D2

---

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Subject: Re: OT Cubase computer probs ... No?  
Posted by [Neil](#) on Thu, 18 Oct 2007 06:37:41 GMT  
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---

out of phase<BR>with

```

>=
>>>>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 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=3D20  
 >>>> > this<BR>yet.<BR>><BR>>7.) Have you tried physically swapping =3D  
 >>>> >your left=3D20  
 >>>> > speaker with<BR>>your right speaker?<BR>swapping speakers make =  
 >>>>no=3D20  
 >>>> > difference, swapping the cables leading to the<BR>speakers makes  
 >it

>>>=  
 >>>>=3D  
 >>>> >happen in=3D20  
 >>>> > the right speaker.<BR>><BR>>Just trying to think of things to =3D  
 >>>> >try &=3D20  
 >>>> > narrow it down by<BR>>process of elimination.<BR><BR>I appreciate  
 >>=  
 >>>>=3D  
 >>>> >your=3D20  
 >>>> > thought process. If this makes a light go off for you,<BR>please  
 >=  
 >>>>let =3D  
 >>>> >me=3D20  
 >>>> > know.<BR>><BR>>Can you e-mail me an mp3 file of any song or =3D  
 >>>> >songs that=3D20  
 >>>> > it's<BR>>doing this on? If so, send it to: neil =3D  
 >>>> >DOT=3D20  
 >>>> > henderson AT<BR>>sbcglobal DOT net I'd be curious as to =3D  
 >>>> >what it=3D20  
 >>>> > sounds like.<BR><BR>will =3D  
 >>>> >Do<BR>><BR>>Neil<BR>><BR>><BR>>"Rod=3D20  
 >>>> > Lincoln" <<A=3D20  
 >>>> > =3D  
 >>>> =  
 >>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=  
 >>>>>&g=3D  
 >>>> >t;=3D20  
 >>>> > wrote:<BR>>><BR>>>OK..I got everything hooked backk up and =3D  
 >>>> >sure=3D20  
 >>>> > enough, the crackle is back<BR>>>on bounce to disk...in the left  
 >=  
 >>>>=3D  
 >>>> >channel=3D20  
 >>>> > only, same as always. I tried panning<BR>>>everything oppisite,  
 =3D  
 >>>> >crackle,=3D20  
 >>>> > tried lowering levels, crackle.<BR>>>When I took all the tracks  
 =3D  
 >>>> >off the=3D20  
 >>>> > submixes except for the drums on submix<BR>>>1, there were NO =3D  
 >>>> >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 havn'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
&gt

```

---

Subject: Re: OT Cubase computer probs ... No?

Posted by [DJ](#) on Thu, 18 Oct 2007 06:38:32 GMT

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```

0
>>>> > 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>ERRRRRRRRRRRRRRRRRRRR!<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>
>>>> >
>>>> >
>>>>
>>>>
>>>><!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>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

```

>>>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
 >>>>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

>>>>(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 I=20

>>>> reloaded the new version of the =

>>>>&gt;

---

---

Subject: Re: OT Cubase computer probs ... No?

Posted by [Neil](#) on Thu, 18 Oct 2007 06:48:11 GMT

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---

>>>>

>>>>mixing=20

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

>=

>>>>

>>>>bounces. I=20

>>>>listened=20

>>>>with each=20

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

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

>>>>a=20

>>>>3 (that=20

>>>>is a UAD=20

>>>> rev problem that only shows up after some wear and tear=20

>>>>re-load=20

>>>>what=20

>>>>even=20

>>>>no=20

>>>> crackles. That's wierd. Also the crackles =

>>>>>3.)=20

>>>> can you determine where the crackle rears it's ugly =

>>>> >IOW, is it constant, more or less, or is it intermittent? =

>>>> >it's intermittent, does it seem to coincide with any=20

>>>>it be a=20

>>>>track, which=20

>>>>(confounded)=20

>>>>associated with a=20

>>>>like a bowl=20

>>>>mute/disconnect the=20

>>>>crackle-infested=20

>>>>apply to=20

>>>>>5.)=20

>>>> >burned a CD of the bounced tracks & played it back on a=20

>>>>possible=20

>>>>something in=20

>>>>regular=20

>>>>CD of=20

>>>>after he=20

>>>>an audio=20

>>>> CD)so I would say it happens on all systems...but I =3D<BR>>havn't=20

>>>>NS 10's=20

>>>> up thru the spdif out of the mec to a DAC-1 to a PVC passive volume=20

>>>>analogue outs=20

>>>>Crackles exisist=20

>>>> >6.) What happens when you open up an older project that =

>>>> >DIDN'T have this problem on...? If you do a bounce with=20

>>>>have=20

>>>>as=20

>>>> bad...No study diet of rice crispies, but there were a=20

>>>>and listend=20

>>>>the=20

>>>> crackles, and verified by listening one at a=20

>>>>some sort=20

>>>>stuff, only it=20

>>>> happens over time, but I haven't been able to =3D<BR>>verify=20

>>>>you=20

>>>>>your right=20

>>>>the=20

>>>>happen in the=20

>>>>think of=20

>>>>If this=20

>>>>file of=20

>>>>send it=20

>>>>>sbcbglobal DOT=20

>>>>Lincoln"=20

>>>> <<A=20

>>>> =

>>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=

>>>>t;=20

>>>>everything=20

>>>> hooked backk up and sure enough, the crackle =

>>>> >>on bounce to disk...in the left channel only, same as always. =

>>>>I=20

>>>>crackle,=20

>>>>the=20

>>>> tracks off the submixes except for the drums=20

>>>>crackles. There=20

>>>>a 24 bit=20

>>>> mix with 24 bit tracks, so I tried (advice from =

>>>>rendered=20

>>>>

>>>> >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =

>>>>

>>>>mix.=20

>>>>of the=20

>>>>>>flow=20

>>>> is, but it's doable, and seems to work, but I'd like to get =  
>>>>=3D<BR>>this=20

>>>>>I've had it=20

>>>> >>"Rod Lincoln" <<A=20  
>>>> =  
>>>>href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A>=  
>>>>=20

>>>>THOUGHT I=20  
>>>> had my "bounce to disk" crackles whipped, but =3D<BR>>they =

>>>> >>>back. This time I re-patched and did a spdif bounce and =  
>>>>that=20

>>>>>>it. I=20  
>>>> haven't tried it yet with bounce to disk to verify that the=20

>>>>it will. I=20

>>>>my system=20

>>>>>>rid of it,=20  
>>>> for a while. I'm going to try a bounce to disk and see =3D<BR>>if=20

>>>>>>The=20  
>>>> way my system is set up, because of spa

---

---

Subject: Re: OT Cubase computer probs ... No?  
Posted by [Neil](#) on Thu, 18 Oct 2007 07:00:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ce limitations, and=20

>>>>>>I=20  
>>>> have to have my drums basically in the mix position (facing the=20

>>>>>>makes it A=20  
>>>> FREAKIN PITA to crawl behind the gear and unplug the=20

>>>>to the=20  
>>>> DAC-1 and re-patch a cable loop. I accidently =3D<BR>>unplugged=20

>>>>about half=20



```

>>>>Polesoft=20
>>>> Lockspam to fight spam, and=20

>>>> <BR><BR><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
>>>> Transitional//EN"><BR><HTML><HEAD><BR><META=20
>>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>>>> =3D<BR>< charset=3D3Diso-8859-1"><BR><META =
>>>>content=3D3D"MSHTML=20
>>>> 6.00.2800.1400"=20
>>>> =
>>>>name=3D3DGENERATOR><BR><STYLE></STYLE><BR></HEA=
>>>>D><BR><BODY=20
>>>> bgColor=3D3D#ffffff><BR><DIV><FONT face=3D3DArial =
>>>>size=3D3D2>Hey=20
>>>> Rod,</FONT></DIV><BR><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2>Do the crackles repeat themselves in =3D<BR>>exactly=20
>>>> the=3D20<BR>>same =
>>>>places</FONT></DIV><BR><DIV><FONT=20
>>>> face=3D3DArial size=3D3D2>on play back? If not, I'd look at=20
>>>> =3D<BR>><BR>>hardware. Do they show=20
>>>> up</FONT></DIV><BR><DIV><FONT face=3D3DArial=20
>>>> size=3D3D2>in the waveform or are they to low in =3D<BR>>level?=20
>>>> =3D20<BR>></FONT></DIV><BR><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2></FONT> </DIV><BR><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2>If you suspect hardware I'd think=20
>>>> CPU,<BR>=3D<BR>></FONT><FONT=3D20<BR>>face=3D3DArial =
>>>>size=3D3D2>fan=20
>>>> (make it cold!) or</FONT></DIV><BR><DIV><FONT =
>>>>
>>>> face=3D3DArial size=3D3D2>power supply. Not in that =
>>>>=3D<BR>>order.=20
>>>> Start=3D20<BR>>with </FONT><FONT face=3D3DArial =
>>>>size=3D3D2>the=20
>>>> cheapest fixes=20
>>>> =3D<BR>>first.</FONT></DIV><BR><DIV><FONT=20
>>>> face=3D3DArial size=3D3D2>Maybe you were right way back with=20
>>>> the<BR>=3D<BR>>bad=20
>>>> =
>>>>UAD=3D20<BR>>assumption?</FONT></DIV><BR><DIV>&l=
>>>>t;FONT=20
>>>> face=3D3DArial size=3D3D2></FONT> =
>>>></DIV><BR><DIV><FONT=20
>>>> face=3D3DArial size=3D3D2>Still kickin' Paris=20

```

```

>>>> =3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =
>>>>
>>>> face=3D3DArial=20
>>>> size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
>>>> face=3D3DArial size=3D3D2></FONT>=20
>>>> =
>>>></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =
>>>>0px;=20
>>>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 =
>>>>2px solid;=20

>>>> =
>>>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>>>>mp;g">mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

>>>> =
>>>>href=3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>Neil=
>>>>'>news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV>=

>>>> thanks for your response. see my answers interleaved=20

>>>><<A=20
>>>> href=3D3D"<A=20
>>>> =
>>>>href=3D'mailto:OIU@l.com">OIU@l.com</A>'>mailto:OIU@l.com">OIU@l.com<=
>>>>;/A</A>>>=20
>>>> =3D<BR>>wrote:<BR>><BR>>This =

>>>> have you tried any of the following:<BR>><BR>>1.)=20

>>>>shows=20

>>>>is the=20
>>>> crackling then centered?<BR>><BR>>Everything Panned =
>>>>=3D<BR>>Ctr=20

>>>>removing ALL=20

>>>>dry/clean=20
>>>> like<BR>>that, with everything panned as you normally =
>>>>=3D<BR>>would=20

>>>>inserted=20

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

```

>>>> Crackles<BR><BR>Bounce with no plugs...this does produce a =  
>>>>crackle=20

>>>>first time it=20

>>>>thought I had it=20  
>>>> narrowed<BR>down to the UAD plugs. I re-ghosted =3D<BR>>to=20

>>>>install (can't=20

>>>>but not the=20  
>>>> Neve<BR>88)and the crackles went away, =

>>>> thought it was a software rev that Paris<BR>didn't like, but =  
>>>>just to=20

>>>>the UAD=20

>>>>88) and it=20  
>>>> still didn't crackle. At that point I<BR>thought it =  
>>>>=3D<BR>>might=20

>>>>that I'm=20  
>>>> using the Neve 88 plug on a lot (love what it<BR>does) I=20

>>>>to bounces. I=20  
>>>> actually did 2<BR>bounces of =3D<BR>>every =

>>>> listened back to

---

---

Subject: Re: OT -- back to the past  
Posted by [steve the artguy](#) on Thu, 18 Oct 2007 07:33:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

d bounce to see if there's any =3D<BR>>pattern=20

>>>> above?<BR><BR>none<BR>><BR>>5.) Is=20

>>>>IOW, have=20

>>>>bounced tracks=20  
>>>> & played it back on a home<BR>>stereo, in your =  
>>>>=3D<BR>>car,=20

>>>>that<BR>>for so

---

---

Subject: Re: OT -- back to the past  
Posted by [steve the artguy](#) on Thu, 18 Oct 2007 07:34:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

me=20

>>>>something in=20

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

>>>>but<BR>>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<BR>>(this<BR>was=20

>>>>systems...

---

---

Subject: Re: OT -- back to the past  
Posted by [Erling](#) on Thu, 18 Oct 2007 07:47:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

>>Can =

>>>>you e-mail=20

>>>>

>>>> it's<BR>>doing this on? If so, send it to: neil=20

>>>> =3D<

---

---

Subject: Re: OT Cubase computer probs ... No?  
Posted by [John \[1\]](#) on Thu, 18 Oct 2007 11:12:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

>>>> =

>>>>href=

---

---

Subject: Re: OT Cubase computer probs ... No?  
Posted by [John \[1\]](#) on Thu, 18 Oct 2007 11:13:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&lt

---

Subject: Re: OT -- back to the past  
Posted by [John \[1\]](#) on Thu, 18 Oct 2007 11:15:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

;/A>&a=  
>>>>mp;g'>mailto

---

Subject: Re: OT Cubase computer probs ... No?  
Posted by [John \[1\]](#) on Thu, 18 Oct 2007 11:17:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=  
>>

---

Subject: Re: OT Cubase computer probs ... No?  
Posted by [TCB](#) on Thu, 18 Oct 2007 13:56:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

20  
>>>> =  
>>>>href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=  
>>>>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=  
  
>>>> wrote:<BR>>>><BR>>>>Well, I THOUGHT I =  
>>>>had my=20  
  
>>>>they=20  
  
>>>>re-patched=20  
  
>>>> to<BR>>>cure<BR>>>>it. I havn't tried it yet =  
>>>>with=20  
  
>>>> crackling<BR>>>>comes back, but I bet it =  
>>>>=3D<BR>>>will.=20  
  
>>>> =3D<BR>>>The<BR>>>>last<BR>>>>>time=20  
  
>>>>it seemed=20  
  
>>>>>I'm going=20  
  
>>>> the<BR>>>>>crackles return.<BR>>>>>The way =  
>>>>  
  
>>>>limitations,=20

>>>>fact<BR>>>that<BR>>>I=20

>>>>mix position=20

>>>> (facing the other<BR>>>way)<BR>>>>makes it=20

>>>>and unplug=20

>>>>to the=20

>>>>accidentally=20

>>>> unplugged something<BR>>>>while doing it, and had =

>>>

---

Subject: Re: OT Cubase computer probs ... No?

Posted by [John \[1\]](#) on Thu, 18 Oct 2007 14:44:16 GMT

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

---

>=3D<BR>>to=20

---

Subject: Re: OT -- back to the past

Posted by [TCB](#) on Thu, 18 Oct 2007 15:45:35 GMT

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---

>etc. I want to hit freakin "record" and hear a pre-selected tempo, play  
>chords along with my midi keyboard and it record the darn thing. I don't  
>want to stop and change things.. I want the software to know what I am changing  
>and record it...

>

>Perhaps I am asking too much? Surely these midi files were not created  
note

>or staff at a time. Of course, my notebook's soundcard is limited and that

>is my only playback... but maybe the sequencer software can enable me more

>sounds?

>

>Is there anything out there that is like that? I tried the Finale freebie...

>but that's a no-go. I play to try the Notation Composer which claims to

>do this (but so did Finale).

>

>Any midi/Notation gurus out there?

>Just for the record, I take great pride in being a complete jerk, so please  
don't include me in your 'great group of people,' I never fit into groups  
like that anyway.

TCB

Dedric Terry <dterry@keyofd.net> wrote:

>Hey James,

>

>No problem - I'm sorry if my posts came across as attacks - that was never  
>intended, but I could have been more considerate. Thank you for the apology  
>(accepted) - hope you'll accept mine as well.

>

>This is a great group of people - we all have our differences in views,  
but

>that's what makes it a great place to converse and socialize.

>

>Best regards,

>Dedric

>

>On 11/4/07 8:51 PM, in article 472e8516\$1@linux, "James McCloskey"

><excelsm@hotmail.com> wrote:

>

>>

>> Hey Dedric, for some time I felt I owed you an apology

---

Subject: Re: OT Cubase computer probs ... No?

Posted by [Tom Bruhl](#) on Thu, 18 Oct 2007 16:01:05 GMT

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for telling you  
off.

>> I had a knee jerk reaction to what I felt at the time were personal attacks.

>> I was wrong for what I said and I want to publicly say I'm sorry. I hope

>> you will accept my apology.

>>

>> James

>This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0065\_01C81FD2.00AB03E0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Rod,

If SPDIF is always a clean bounce then I suspect hardware for sure.

I'd say ribbon connectors between the cards or points on the EDS card.

Maybe a bad EDS card.

Tom

"Neil" <OIU@OIU.com> wrote in message news:472f5dde\$1@linux...

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 definitly =  
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.=20

>>>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 =3D  
>>>>news:472f2455\$1@linux...  
>>>>  
>>>> I agree with you, except that when I play back an old project =  
that  
=3D  
>>>>didn't  
>>>> have the problem, it doesn't crackl, even with more tracks and =  
the  
=3D  
>>>>same plugs  
>>>> as the ppj's that crackle.=3D20  
>>>> Rod  
>>>> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
>>>> >  
>>>> >  
>>>> >Hey Rod,  
>>>> >Do the c

---

---

Subject: Re: OT Cubase computer probs ... No?  
Posted by [EK Sound](#) on Thu, 18 Oct 2007 16:02:44 GMT  
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---

rackles 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 too low in level? =3D3D20  
>>>> >  
>>>> >If you suspect hardware I'd think CPU, fan (make it cold!) or  
>>>> >power supply. Not in that order. Start with the cheapest =  
fixes =3D  
>>>>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 =  
=3D3D3D  
>>>> >news:472e82a3\$1@linux...  
>>>> >  
>>>> > Neil, thanks for your response. see my answers interleaved =  
below

>>>> > Rod  
 >>>> > "Neil" <OIU@I.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 =  
 =3D  
 >>>>Crackles  
 >>>> >  
 >>>> > Bounce with no plugs...this does produce a crackle free =  
 bounce.  
 I  
 >>=3D  
 >>>>=3D3D  
 >>>> >tried this  
 >>>> > the first time it happened a couple weeks ago, and thought I =  
 had  
 >it  
 >>>=3D  
 >>>>=3D3D  
 >>>> >narrowed  
 >>>> > down to the UAD plugs. I re-ghosted to a sys version that had =  
 an  
 >=3D  
 >>>>=3D3D  
 >>>> >earlier  
 >>>> > UAD install (can't remember the number, it had the Helios, =  
 but not  
 >>>=3D  
 >>>>the  
 >>>>=3D3D  
 >>>> >Neve  
 >>>> > 88)and the crackles went away, so I thought it was a software =  
 rev  
 >>=3D  
 >>>>that  
 >>>>=3D3D  
 >>>> >Paris

>>>> > didn't like, but just to be sure I reloaded the new version =  
 of the  
 >>>=3D  
 >>>>UAD  
 >>>> =3D3D  
 >>>> >software  
 >>>> > (the one with the Neve 88) and it still didn't crackle. At =  
 that  
 >=3D  
 >>>>point  
 >>>> =3D3D  
 >>>> >I  
 >>>> > thought it might be something else altogether and since I am =  
 in  
 the  
 >>>=3D  
 >>>>=3D3D  
 >>>> >middle  
 >>>> > of a mixing project that I'm using the Neve 88 plug on a lot =  
 (love  
 >>>=3D  
 >>>>=3D3D  
 >>>> >what it  
 >>>> > does) I just went for it, listening closely to bounces. I =  
 actually  
 >>>=3D  
 >>>>did  
 >>>> =3D3D  
 >>>> >2  
 >>>> > bounces of every mix and listened back to both at the same =  
 time,  
 >=3D  
 >>>>out =3D3D  
 >>>> >of phase  
 >>>> > with each other, to hear the difference, since the crackles =  
 =3D  
 >>>>appeared =3D3D  
 >>>> >to be  
 >>>> > random.) There were maybe 1 or 2 crackles per song on a =  
 couple =3D  
 >>>>songs,  
 >>>> =3D3D  
 >>>> >and  
 >>>> > no crackles on the other 3 (that I've done so far). I'm =  
 wondering  
 >=3D  
 >>>>now  
 >>>> =3D3D

>>>> > if  
 >>>> > it is a UAD rev problem that only shows up after some wear =  
 and tear  
 >>>>=3D  
 >>>> on  
 >>>> =3D3D  
 >>>> > the  
 >>>> > sys. I'm going to re-ghost and re-load the=3D3D20  
 >>>> > UAD software (Neve 88 ver) tomorrow and see what happens.  
 >>>> > Just to reiterate...when I did a spdif bounce, even with my =  
 system  
 >>>>=3D  
 >>>> as  
 >>>> =3D3D  
 >>>> > it  
 >>>> > is tonight, there are no crackles. That's wierd. Also the =  
 crackles  
 >>>>=3D  
 >>>>=3D3D  
 >>>> > 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 =  
 =3D3D  
 >>>> > 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 =  
 =3D  
 >>>>>that=3D3D20  
 >>>> > >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  
>>=3D  
>>>>for  
>>>> =3D3D  
>>>> >the  
>>>> > client and he called me after he got home and listened on his =  
=3D  
>>>>system =3D3D  
>>>> >(this  
>>>> > was an audio CD)so I would say it happens on all =  
systems...but I  
>=3D  
>>>&g

---

---

Subject: Re: OT Cubase computer probs ... No?

Posted by [DJ](#) on Thu, 18 Oct 2007 16:04:43 GMT

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---

t;=3D3D  
>>>> >havn't burnt  
>>>> > another CD yet.  
>>>> > It does happen on my NS 10's as well as my Mackie 824's. The =  
824's  
>>>=3D  
>>>>=3D3D  
>>>> >are hooked  
>>>> > up thru the spdif out of the mec to a DAC-1 to a PVC passive =  
volume  
>>>=3D  
>>>>=3D3D  
>>>> >control.  
>>>> > The NS 10's are hooked up thru 2 analogue outs from the Mec =  
into  
>a  
>>>=3D  
>>>>GFA  
>>>> =3D3D  
>>>> >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  
>>>>=3D  
>>>>a =3D3D  
>>>> >couple  
>>>> > of crackles (random, I bounced twice and listend to both =  
mixes out  
>>>>=3D  
>>>>of  
>>>> =3D3D  
>>>> >phase,  
>>>> > set markers at the crackles, and verified by listening one at =  
a  
=3D  
>>>>time)  
>>>> =3D3D  
>>>> >This  
>>>> > also leads me to believe it's some sort of 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  
>>>> > yet.  
>>>> > >  
>>>> > >7.) Have you tried physically swapping your left speaker =  
with  
>>>> > >your right speaker?  
>>>> > swapping speakers make no difference, swapping the cables =  
leading  
>>=3D  
>>>>to =3D3D  
>>>> >the  
>>>> > speakers makes it happen in the right speaker.  
>>>> > >  
>>>> > >Just tryi

---



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Subject: Re: OT Cubase computer probs ... No?  
Posted by [EK Sound](#) on Thu, 18 Oct 2007 16:09:12 GMT  
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ng 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

>>>>=3D3D

>>>> >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

>>>=3D

>>>>is

>>>> =3D3D3D

>>>> >back

>>>> > >>on bounce to disk...in the left channel only, sa

---

Subject: Re: OT Cubase computer probs ... No?  
Posted by [DJ](#) on Thu, 18 Oct 2007 16:19:19 GMT  
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---

me as =  
always.

I

>>=3D

>>>>=3D3D

>>>> >tried panning

>>>> > >>everything oppisite, crackle, tried lowering levels, =  
crackle.

>>>> > >>When I took all the tracks off the submixes except for the =  
 drums  
 >>>>=3D  
 >>>>on  
 >>>> =3D3D  
 >>>> >submix  
 >>>> > >>1, there were NO crackles. There were also NO crackles when =  
 =3D  
 >>>>bouncing  
 >>>> =3D3D  
 >>>> >audio  
 >>>> > >>from any submix by itself.=3D3D20  
 >>>> > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice =  
 from  
 >>>>=3D  
 >>>>=3D3D  
 >>>> >Aaron)  
 >>>> > >rendering  
 >>>> > >>some of the tracks to 16 bit. I rendered all the drums (15 =  
 =3D  
 >>>>tracks) =3D3D  
 >>>> >and  
 >>>> > 5  
 >>>> > >>other tracks to 16 bit, leaving 10 tracks at 24 =  
 bit...Crackles  
 >=3D  
 >>>>came  
 >>>> =3D3D  
 >>>> >back  
 >>>> > >>when bouncing the entire mix. That's where I'm at. I can =  
 always  
 >>=3D  
 >>>>do =3D3D  
 >>>> >the  
 >>>> > spdif  
 >>>> > >>bounce method...it's a real hassle because of the way my =  
 =3D  
 >>>>moitoring =3D3D  
 >>>> >and  
 >>>> > work  
 >>>> > >>flow is, but it's doable, and seems to work, but I'd like =  
 to get  
 >>>>=3D  
 >>>>=3D3D  
 >>>> &g

---



---



Subject: Re: OT Cubase computer probs ... No?  
Posted by [DJ](#) on Thu, 18 Oct 2007 16:26:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

t;this thing

>>>> > >>figured out.=3D3D20  
>>>> > >>I've had it for today. Going to crash.  
>>>> > >>Rod  
>>>> > >>"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:  
>>>> > >>>  
>>>> > >>>Well, I THOUGHT I had my "bounce to disk" crackles =  
whipped, but  
>>>>=3D  
>>>>=3D3D  
>>>> >they came  
>>>> > >>>back. This time I re-patched and did a spdif bounce and =  
that  
=3D  
>>>>seemed  
>>>> =3D3D  
>>>> >to  
>>>> > >cure  
>>>> > >>>it. I haven't tried it yet with bounce to disk to verify =  
that  
the  
>>>>=3D  
>>>>=3D3D  
>>>> >crackling  
>>>> > >>>comes back, but I bet it will. I wonder what could be =  
causing  
>=3D  
>>>>this?  
>>>> =3D3D  
>>>> >&gt;

---

Subject: Re: OT Cubase computer probs ... No?  
Posted by [DJ](#) on Thu, 18 Oct 2007 16:40:22 GMT  
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---

It;BR><BR>Bounce with No FX (Auxes, both internal and =  
=3D  
>>>>external) =3D3D  
>>>> >still=3D3D20  
>>>> > Crackles<BR><BR>Bounce with no plugs...this does produce a =  
crackle  
>>>>=3D  
>>>>=3D3D

>>>> >free=3D3D20  
>>>> > bounce. I tried this<BR>the first time it happened a couple =  
weeks  
>>=3D  
>>>>ago,  
>>>> =3D3D  
>>>> >and=3D3D20  
>>>> > thought I had it narrowed<BR>down to the UAD plugs. I =  
re-ghosted  
>=3D  
>>>>=3D3D  
>>>> >to a=3D3D20  
>>>> > sys version that had an earlier<BR>UAD install (can't =  
remember the  
>>>=3D  
>>>>=3D3D  
>>>> >number, it=3D3D20  
>>>> > had the Helios, but not the Neve<BR>88)and the crackles went =  
away,  
>>>=3D  
>>>>so  
>>>> =3D3D  
>>>> >l=3D3D20  
>>>> > thought it was a software rev that Paris<BR>didn't like, but =  
just  
>>=3D  
>>>>to =3D3D  
>>>> >be sure l=3D3D20  
>>>> > reloaded the new version of the UAD software<BR>(the one with =  
the  
>>=3D  
>>>>Neve  
>>>> =3D3D  
>>>> >  
>>>> > 88) and it still didn't crackle. At that point l<BR>thought =  
it =3D3D  
>>>> >might be=3D3D20  
>>>> > something else altogether and since I am in the middle<BR>of =  
a =3D  
>>>>mixing  
>>>> =3D3D  
>>>> >project=3D3D20  
>>>> > that I'm using the Neve 88 plug

---

---

Subject: Re: OT Cubase computer probs ... No?  
Posted by [EK Sound](#) on Thu, 18 Oct 2007 16:41:35 GMT

on a lot (love what =  
it<BR>does)  
I  
>>=3D  
>>>>just  
>>>> =3D3D  
>>>> >went=3D3D20  
>>>> > for it, listening closely to bounces. I actually did =  
2<BR>bounces  
>>=3D  
>>>>of =3D3D  
>>>> >every mix=3D3D20  
>>>> > and listened back to both at the same time, out of =  
phase<BR>with  
>=3D  
>>>>each  
>>>> =3D3D  
>>>> >other,=3D3D20  
>>>> > to hear the difference, since the crackles appeared to =3D  
>>>>be<BR>random.)  
>>>> =3D3D  
>>>> >There=3D3D20  
>>>> > were maybe 1 or 2 crackles per song on a couple songs, =  
and<BR>no  
>=3D  
>>>>=3D3D  
>>>> >crackles on=3D3D20  
>>>> > the other 3 (that I've done so far). I'm wondering now =  
if<BR>it  
is  
>>>=3D  
>>>>a =3D3D  
>>>> >UAD rev=3D3D20  
>>>> > problem that only shows up after some wear and tear on =  
the<BR>sys.  
>>>=3D  
>>>>I'm  
>>>> =3D3D  
>>>> >going=3D3D20  
>>>> > to re-ghost and re-load the <BR>UAD software (Neve 88 ver) =  
=3D  
>>>>tommorrow =3D3D  
>>>> >and see=3D3D20  
>>>> > what happens.<BR>Just to reiterate...when I did a spdif =  
bounce,  
=3D  
>>>>even =3D3D

>>>> >with my=3D3D20  
>>>> > system as it<BR>is tonight, there are no crackles. That's =  
wierd.  
>=3D  
>>>>Also  
>>>> =3D3D  
>>>> >the=3D3D20  
>>>> > crackles never<BR>show till listening to the bounced =3D3D  
>>>> >file.<BR>><BR>>3.)=3D3D20  
>>>> > can you determine where the crackle rears it's ugly =  
head?<BR>>IOW,  
>>>=3D  
>>>>=3D3D  
>>>> >is it=3D3D20  
>>>> > constant, more or less, or is it intermittent? If<BR>>it's =  
=3D3D  
>>>> >intermittent,=3D3D20  
>>>> > does it seem to coincide with any particular<BR>>instrument =  
or =3D3D  
>>>> >track? For=3D3D20  
>>>> > example, could it be a particular<BR>>plugin on the - let's =  
say  
-  
>>=3D  
>>>>=3D3D  
>>>> >cowbell=3D3D20  
>>>> > track, which occurs though<BR>>most of the song, but not on =  
=3D  
>>>>the=3D3D20  
>>>> > (confounded) bridge?<BR><BR>totally random...not in anyway =  
=3D  
>>>>associated  
>>>> =3D3D  
>>>> >with a=3D3D20  
>>>> > particular instrument. Fairly<BR>study though, like a bowl of =  
=3D  
>>>>rice=3D3D20  
>>>> > crispies.<BR>><BR>>4.) mute/disconnect the right channel when =  
=3D3D  
>>>> >listening=3D3D20  
>>>> > back to<BR>>the crackle-infested bounce to see if there's any =  
=3D3D  
>>>> >pattern that=3D3D20  
>>>> > <BR>>might apply to (3) above?<BR><BR>none<BR>><BR>>5.) Is =  
=3D3D  
>>>> >the=3D3D20  
>>>> > crackle happening on ALL systems? IOW, have you<BR>>burned a =  
CD

of  
 >>>=3D  
 >>>=3D3D  
 >>> >the=3D3D20  
 >>> > bounced tracks & played it back on a home<BR>>stereo, in your =  
 =3D3D  
 >>> >car, on=3D3D20  
 >>> > headphones, etc? Is it possible that<BR>>for some odd reason =  
 the  
 >=3D  
 >>>=3D3D  
 >>> >crackle is=3D3D20  
 >>> > due to something in your<BR>>monitoring setup that isn't =  
 showing  
 >up  
 >>>=3D  
 >>>=3D3D  
 >>> >on=3D3D20  
 >>> > regular playback, but<BR>>might be showing up on a rendered =  
 =3D3D  
 >>> >file?<BR>This=3D3D20  
 >>> > first came to my attention after I burned a CD of test mixes =  
 for  
 >=3D  
 >>>=3D3D  
 >>> >the<BR>client=3D3D20  
 >>> > and he called me after he got home and listened on his system =  
 =3D3D  
 >>> >(this<BR>was an=3D3D20  
 >>> > audio CD)so I would say it happens on all systems...but I =3D  
 >>>havn't=3D3D20  
 >>> > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as =  
 well  
 >as  
 >>>=3D  
 >>>my  
 >>> =3D3D  
 >>> >  
 >>> > Mackie 824's. The 824's are hooked<BR>up thru the spdif out =  
 of =3D3D  
 >>> >the mec=3D3D20  
 >>> > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's =  
 are =3D  
 >>>>hooked  
 >>> =3D3D  
 >>> >up thru=3D3D20  
 >>> > 2 analogue outs from the Mec into a GFA power<BR>amp. =  
 Crackles =3D

>>>>exisist  
 >>>> =3D3D  
 >>>> >on the=3D3D20  
 >>>> > left channel on both sets of speakers.<BR>><BR>>6.) What =  
 happens  
 >=3D  
 >>>>=3D3D  
 >>>> >when=3D3D20  
 >>>> > you open up an older project that you<BR>>DIDN'T have this =  
 problem  
 >>>=3D  
 >>>>=3D3D  
 >>>> >on...?=3D3D20  
 >>>> > If you do a bounce with that,<BR>>does it sound as it did =  
 before,  
 >=3D  
 >>>>=3D3D  
 >>>> >or does=3D3D20  
 >>>> > it now have the<BR>>crackles in it?<BR><BR>Not nearly as =  
 bad...No  
 >=3D  
 >>>>=3D3D  
 >>>> >study=3D3D20  
 >>>> > diet of rice crispies, but there were a couple<BR>of crackles =  
 =3D  
 >>>>(random,  
 >>>> =3D3D  
 >>>> >I=3D3D20  
 >>>> > bounced twice and listend to both mixes out of phase,<BR>set =  
 =3D  
 >>>>markers =3D3D  
 >>>> >at the=3D3D20  
 >>>> > crackles, and verified by listening one at a time) =  
 This<BR>also  
 =3D  
 >>>>leads  
 >>>> =3D3D  
 >>>> >me to=3D3D20  
 >>>> > believe it's some sort of ppj corruption brought on by =  
 the<BR>UAD  
 >=3D  
 >>>>=3D3D  
 >>>> >stuff, only=3D3D20  
 >>>> > it happens over time, but I haven't been able to =  
 verify=3D3D20  
 >>>> > this<BR>yet.<BR>><BR>>7.) Have you tried physically swapping =  
 =3D3D  
 >>>> >your left=3D3D20

>>>> > speaker with<BR>>your right speaker?<BR>swapping speakers =  
 make =3D  
 >>>>no=3D3D20  
 >>>> > difference, swapping the cables leading to the<BR>speakers =  
 makes  
 >it  
 >>>=3D  
 >>>>=3D3D  
 >>>> >happen in=3D3D20  
 >>>> > the right speaker.<BR>><BR>>Just trying to think of things to =  
 =3D3D  
 >>>> >try &=3D3D20  
 >>>> > narrow it down by<BR>>process of elimination.<BR><BR>I =  
 appreciate  
 >>=3D  
 >>>>=3D3D  
 >>>> >your=3D3D20  
 >>>> > thought process. If this makes a light go off for =  
 you,<BR>please  
 >=3D  
 >>>>let =3D3D  
 >>>> >me=3D3D20  
 >>>> > know.<BR>><BR>>Can you e-mail me an mp3 file of any song or =  
 =3D3D  
 >>>> >songs that=3D3D20  
 >>>> > it's<BR>>doing this on? If so, send it to: neil =3D3D  
 >>>> >DOT=3D3D20  
 >>>> > henderson AT<BR>>sbcglobal DOT net I'd be curious as to =3D3D  
 >>>> >what it=3D3D20  
 >>>> > sounds like.<BR><BR>will =3D3D  
 >>>> >Do<BR>><BR>>Neil<BR>><BR>><BR>>"Rod=3D3D20  
 >>>> > Lincoln" <<A=3D3D20  
 >>>> > =3D3D  
 >>>> =3D  
 =  
 >>>>>href=3D3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.=  
 com</A=3D  
 >>>>>&g=3D3D  
 >>>> >t;=3D3D20  
 >>>> > wrote:<BR>>><BR>>>OK..I got everything hooked backk up and =  
 =3D3D  
 >>>> >sure=3D3D20  
 >>>> > enough, the crackle is back<BR>>>on bounce to disk...in the =  
 left  
 >=3D  
 >>>>=3D3D  
 >>>> >channel=3D3D20  
 >>>> > only, same as always. I tried panning<BR>>>everything =

oppisite,  
 =3D3D  
 >>>> >crackle,=3D3D20  
 >>>> > tried lowering levels, crackle.<BR>>>>When I took all the =  
 tracks  
 =3D3D  
 >>>> >off the=3D3D20  
 >>>> > submixes except for the drums on submix<BR>>>>1, there were NO =  
 =3D3D  
 >>>> >crackles.=3D3D20  
 >>>> > There were also NO crackles when bouncing audio<BR>>>>from any =  
 =3D3D  
 >>>> >submix by=3D3D20  
 >>>> > itself. <BR>>>>This is a 24 bit mix with 24 bit tracks, so I =  
 =3D3D  
 >>>> >tried=3D3D20  
 >>>> > (advice from Aaron)<BR>>>>rendering<BR>>>>some of the tracks to =  
 =3D3D  
 >>>> >16 bit.=3D3D20  
 >>>> > I rendered all the drums (15 tracks) and<BR>5<BR>>>>other =  
 tracks  
 =3D3D  
 >>>> >to 16=3D3D20  
 >>>> > bit, leaving 10 tracks at 24 bit...Crackles came =  
 back<BR>>>>when  
 =3D3D  
 >>>> >bouncing=3D3D20  
 >>>> > the entire mix. That's where I'm at. I can always do=3D3D20  
 >>>> > the<BR>spdif<BR>>>>bounce method...it's a real hassle because =  
 of  
 =3D3D  
 >>>> >the way=3D3D20  
 >>>> > my moitoring and<BR>work<BR>>>>flow is, but it's doable, and =  
 =3D3D  
 >>>> >seems to=3D3D20  
 >>>> > work, but I'd like to get this thing<BR>>>>figured out. =3D3D  
 >>>> ><BR>>>>I've=3D3D20  
 >>>> > had it for today. Going to crash.<BR>>>>Rod<BR>>>>"Rod =3D3D  
 >>>> >Lincoln"=3D3D20  
 >>>> > <<A=3D3D20  
 >>>> > =3D3D  
 >>>> =3D  
 =  
 >>>>>href=3D3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.r=  
 r.com<=3D  
 >>>>/A>=3D3D  
 >>>> >=3D3D20  
 >>>> > wrote:<BR>>>><BR>>>>Well, I THOUGHT I had my "bounce =3D3D





```

>>>> >.html</A> </FONT></DIV></BODY></HTML>
>>>> >
>>>> >
>>>>
>>>>
>>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>><HTML><HEAD>
>>>><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>>>> charset=3D3Diso-8859-1">
>>>><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>>><STYLE></STYLE>
>>>></HEAD>
>>>><BODY bgColor=3D3D#ffffff>
>>>><DIV><FONT face=3D3DArial size=3D3D2>Okay Rod,</FONT></DIV>
>>>><DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
size=3D3D2>How about
one
>>>=3D
>>>>track with=3D20
>>>>the UAD plugs</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
size=3D3D2>that has a
>=3D
>>>>few rough spots=3D20
>>>>that are amplified</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
size=3D3D2>by the plugin
>>>=3D
>>>>
>>>>set?</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
>>>>size=3D3D2></FONT> </DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
size=3D3D2>Mute one =3D
>>>>track at a time to=3D20
>>>>find it. PITA for sure.</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
>>>>size=3D3D2>???</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
>>>>size=3D3D2>Tom</FONT></DIV></DIV>
>>>><BLOCKQUOTE=3D20
>>>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px; =3D
>>>>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  
 >>>> =  
 href=3D3D"news:472f2455\$1@linux">news:472f2455\$1@linux</A>...</DIV><BR>I  
 >>>>=3D  
 >>>>agree=3D20  
 >>>> with you, except that when I play back an old project that =3D  
 >>>>didn't<BR>have the=3D20  
 >>>> problem, it doesn't crackl, even with more tracks and the same =  
 =3D  
 >>>>plugs<BR>as the=3D20  
 >>>> ppj's that crackle. <BR>Rod<BR>"Tom Bruhl" <<A=3D20  
 >>>> =  
 href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D20  
 >>>> wrote:<BR>><BR>><BR>>Hey Rod,<BR>>Do the crackles repeat=3D20  
 >>>> themselves in exactly the same places<BR>>on play back? If =3D  
 >>>>not, I'd=3D20  
 >>>> look at hardware. Do they show up<BR>>in the waveform or are =3D  
 >>>>they to=3D20  
 >>>> low in level? =3D3D20<BR>><BR>>If you suspect hardware I'd think =  
 =3D  
 >>>>CPU, fan=3D20  
 >>>> (make it cold!) or<BR>>power supply. Not in that order. =3D  
 >>>>Start=3D20  
 >>>> with the cheapest fixes first.<BR>>Maybe you were right way back =  
 =3D  
 >>>>with the=3D20  
 >>>> bad UAD assumption?<BR>><BR>>Still kickin' Paris=3D20  
 >>>> around,<BR>>Tom<BR>><BR>> "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<BR>>news:472e82a3\$1@linux...<BR>><BR>> Neil,=3D20  
 >>>> thanks for your response. see my answers interleaved =3D  
 >>>>below<BR>> =3D20  
 >>>> Rod<BR>> "Neil" <<A =3D  
 >>>>href=3D3D"mailto:OIU@l.com">OIU@l.com</A>>=3D20  
 >>>> wrote:<BR>> ><BR>> >This is weird... have you =3D  
 >>>>tried=3D20  
 >>>> any of the following:<BR>> ><BR>> >1.) pan =3D  
 >>>>everything=3D20  
 >>>> 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>> =3D  
 >>>>Everything=3D20  
 >>>> Panned Ctr still Crackles<BR>> ><BR>> >2.) =3D  
 >>>>removing=3D20  
 >>>> ALL plugins & EFX, and bouncing dry/clean like<BR>> =3D  
 >>>>>that,=3D20  
 >>>> with everything panned as you normally would for this<BR>> =3D  
 >>>>>mix?=3D20  
 >>>> This includes anything inserted across the =3D  
 >>>>2-buss.<BR>><BR>> =3D20  
 >>>> Bounce with No FX (Auxes, both internal and external) still=3D20  
 >>>> Crackles<BR>><BR>> Bounce with no plugs...this does =3D  
 >>>>produce a=3D20  
 >>>> crackle free bounce. I =3D3D<BR>>tried this<BR>> the first =3D  
 >>>>time it=3D20  
 >>>> happened a couple weeks ago, and thought I had it =3D20  
 >>>> =3D3D<BR>>narrowed<BR>> down to the UAD plugs. I re-ghosted =3D  
 >>>>to a sys=3D20  
 >>>> version that had an =3D3D<BR>>earlier<BR>> UAD install =3D  
 >>>>(can't remember=3D20  
 >>>> the number, it had the Helios, but not =3D  
 >>>>the<BR>=3D3D<BR>>Neve<BR>> =3D20  
 >>>> 88)and the crackles went away, so I thought it was a software =  
 rev=3D20  
 >>>> that<BR>=3D3D<BR>>Paris<BR>> didn't like, but just to be =3D  
 >>>>sure I=3D20  
 >>>> reloaded the new version of the =3D  
 >>>>UAD<BR>=3D3D<BR>>software<BR>> (the=3D20  
 >>>> one with the Neve 88) and it still didn't crackle. At that=3D20  
 >>>> point<BR>=3D3D<BR>>I<BR>> thought it might be something else =3D  
 >>>>  
 >>>> altogether and since I am in the =3D3D<BR>>middle<BR>> of a =3D  
 >>>>mixing=3D20  
 >>>> project that I'm using the Neve 88 plug on a lot (love =  
 =3D3D<BR>>what  
 >=3D  
 >>>>  
 >>>> it<BR>> does) I just went for it, listening closely to =3D  
 >>>>bounces. I=3D20  
 >>>> actually did<BR>=3D3D<BR>>2<BR>> bounces of every mix and =3D  
 >>>>listened=3D20  
 >>>> back to both at the same time, out =3D3D<BR>>of phase<BR>> =3D  
 >>>>with each=3D20  
 >>>> other, to hear the difference, since the crackles appeared =3D  
 >>>>=3D3D<BR>>to=3D20  
 >>>> be<BR>> random.) There were maybe 1 or 2 crackles per song on =  
 =3D  
 >>>>a=3D20

>>>> couple songs,<BR>=3D3D<BR>>and<BR>> no crackles on the other =3D  
 >>>>3 (that=3D20  
 >>>> I've done so far). I'm wondering now<BR>=3D3D<BR>>if<BR>> it =3D  
 >>>>is a UAD=3D20  
 >>>> rev problem that only shows up after some wear and tear=3D20  
 >>>> on<BR>=3D3D<BR>>the<BR>> sys. I'm going to re-ghost and =3D  
 >>>>re-load=3D20  
 >>>> the=3D3D20<BR>> UAD software (Neve 88 ver) tommorrow and see =3D  
 >>>>what=3D20  
 >>>> happens.<BR>> Just to reiterate...when I did a spdif bounce, =3D  
 >>>>even=3D20  
 >>>> with my system as<BR>=3D3D<BR>>it<BR>> is tonight, there are =3D  
 >>>>no=3D20  
 >>>> crackles. That's wierd. Also the crackles =3D  
 >>>>=3D3D<BR>>never<BR>> show=3D20  
 >>>> till listening to the bounced file.<BR>> ><BR>> =3D  
 >>>>>3.)=3D20  
 >>>> can you determine where the crackle rears it's ugly =3D  
 >>>>head?<BR>> =3D20  
 >>>> >IOW, is it constant, more or less, or is it intermittent? =3D  
 >>>>If<BR>> =3D20  
 >>>> >it's intermittent, does it seem to coincide with any=3D20  
 >>>> particular<BR>> >instrument or track? For example, could =3D  
 >>>>it be a=3D20  
 >>>> particular<BR>> >plugin on the - let's say - cowbell =3D  
 >>>>track, which=3D20  
 >>>> occurs though<BR>> >most of the song, but not on the =3D  
 >>>>(confounded)=3D20  
 >>>> bridge?<BR>><BR>> totally random...not in anyway =3D  
 >>>>associated with a=3D20  
 >>>> particular =3D3D<BR>>instrument. Fairly<BR>> study though, =3D  
 >>>>like a bowl=3D20  
 >>>> of rice crispies.<BR>> ><BR>> >4.) =3D  
 >>>>mute/disconnect the=3D20  
 >>>> right channel when listening back to<BR>> >the =3D  
 >>>>crackle-infested=3D20

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Subject: Re: OT Cubase computer probs ... No?

Posted by [DJ](#) on Thu, 18 Oct 2007 16:56:30 GMT

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/>

>>>> bounce to see if there's any pattern that=3D3D20<BR>> >might =3D  
 >>>>apply to=3D20  
 >>>> (3) above?<BR>><BR>> none<BR>> ><BR>> =3D  
 >>>>>5.)=3D20  
 >>>> Is the crackle happening on ALL systems? IOW, have you<BR>> =

=3D20

>>>> >burned a CD of the bounced tracks & played it back on a=3D20  
>>>> home<BR>> >stereo, in your car, on headphones, etc? Is it =3D  
>>>>possible=3D20  
>>>> that<BR>> >for some odd reason the crackle is due to =3D  
>>>>something in=3D20  
>>>> your<BR>> >monitoring setup that isn't showing up on =3D  
>>>>regular=3D20  
>>>> playback, but<BR>> >might be showing up on a rendered=3D20  
>>>> file?<BR>> This first came to my attention after I burned a =3D  
>>>>CD of=3D20  
>>>> test mixes for<BR>=3D3D<BR>>the<BR>> client and he called me =3D  
>>>>after he=3D20  
>>>> got home and listened on his system =3D3D<BR>>(this<BR>> was =3D  
>>>>an audio=3D20  
>>>> CD)so I would say it happens on all systems...but I =  
=3D3D<BR>>havn't=3D20  
>>>> burnt<BR>> another CD yet.<BR>> It does happen on my =3D  
>>>>NS 10's=3D20  
>>>> as well as my Mackie 824's. The 824's =3D3D<BR>>are =3D  
>>>>hooked<BR>> =3D20  
>>>> up thru the spdif out of the mec to a DAC-1 to a PVC passive =  
volume=3D20  
>>>> =3D3D<BR>>control.<BR>> The NS 10's are hooked up thru 2 =3D  
>>>>analogue outs=3D20  
>>>> from the Mec into a GFA<BR>=3D3D<BR>>power<BR>> amp. =3D  
>>>>Crackles exist=3D20  
>>>> on the left channel on both sets of speakers.<BR>&g

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Subject: Re: OT Cubase computer probs ... No?  
Posted by [Tom Bruhl](#) on Thu, 18 Oct 2007 17:26:23 GMT  
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t;><BR>> I appreciate your thought process. =3D  
>>>>If this=3D20  
>>>> makes a light go off for =3D3D<BR>>you,<BR>> please let me=3D20  
>>>> know.<BR>> ><BR>> >Can you e-mail me an mp3 =3D  
>>>>file of=3D20  
>>>> any song or songs that it's<BR>> >doing this on? If so, =3D  
>>>>send it=3D20  
>>>> to: neil DOT henderson AT<BR>> =3D  
>>>>>sbcglobal DOT=3D20  
>>>> net I'd be curious as to what it sounds=3D20  
>>>> like.<BR>><BR>> will Do<BR>> ><BR>> =3D20  
>>>> >Neil<BR>> ><BR>> ><BR>> >"Rod =3D  
>>>>Lincoln"=3D20  
>>>> <<A=3D20

```

>>>> =3D
=
>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
</A>&g=3D
>>>>t;=3D20
>>>> wrote:<BR>> >><BR>> >>OK..I got =3D
>>>>everything=3D20
>>>> hooked backk up and sure enough, the crackle =3D
>>>>is<BR>=3D3D<BR>>back<BR>> =3D20
>>>> >>on bounce to disk...in the left channel only, same as always. =
=3D
>>>>I=3D20
>>>> =3D3D<BR>>tried panning<BR>> >>everything oppisite, =3D
>>>>crackle,=3D20
>>>> tried lowering levels, crackle.<BR>> >>When I took all =3D
>>>>the=3D20
>>>> tracks off the submixes except for the drums=3D20
>>>> on<BR>=3D3D<BR>>submix<BR>> >>1, there were NO =3D
>>>>crackles. There=3D20
>>>> were also NO crackles when bouncing<BR>=3D3D<BR>>audio<BR>> =
=3D20
>>>> >>from any submix by itself.=3D3D20<BR>> >>This is =3D
>>>>a 24 bit=3D20
>>>> mix with 24 bit tracks, so I tried (advice from =3D
>>>>=3D3D<BR>>Aaron)<BR>> =3D20
>>>> >rendering<BR>> >>some of the tracks to 16 bit. I =3D
>>>>rendered=3D20
>>>> all the drums (15 tracks) =3D3D<BR>>and<BR>> 5<BR>> =3D
>>>>
>>>> >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
=3D
>>>>
>>>> came<BR>=3D3D<BR>>back<BR>> >>when bouncing the entire =3D
>>>>mix.=3D20
>>>> That's where I'm at. I can always do =3D3D<BR>>the<BR>> =3D20
>>>> spdif<BR>> >>bounce method...it's a real hassle because =3D
>>>>of the=3D20
>>>> way my moitoring =3D3D<BR>>and<BR>> work<BR>> =3D
>>>>>>flow=3D20
>>>> is, but it's doable, and seems to work, but I'd like to get =3D
>>>>=3D3D<BR>>this=3D20
>>>> thing<BR>> >>figured out.=3D3D20<BR>> =3D
>>>>>>I've had it=3D20
>>>> for today. Going to crash.<BR>> >>Rod<BR>> =3D20
>>>> >>"Rod Lincoln" <<A=3D20
>>>> =3D
=
>>>>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.c=

```



om</A>=3D  
 >>>>=3D20  
 >>>> wrote:<BR>> >>><BR>> >>>Well, I =3D  
 >>>>THOUGHT I=3D20  
 >>>> had my "bounce to disk" crackles whipped, but =3D3D<BR>>they =3D  
 >>>>came<BR>> =3D20  
 >>>> >>>back. This time I re-patched and did a spdif bounce and =3D  
 >>>>that=3D20  
 >>>> seemed<BR>=3D3D<BR>>to<BR>> >cure<BR>> =3D  
 >>>>>>it. I=3D20  
 >>>> haven't tried it yet with bounce to disk to verify that the=3D20  
 >>>> =3D3D<BR>>crackling<BR>> >>>comes back, but I bet =3D  
 >>>>it will. I=3D20  
 >>>> wonder what could be causing this?<BR>=3D3D<BR>>The<BR>> =3D20  
 >>>> >>last<BR>> >>>time I did a fresh install of =3D  
 >>>>my system=3D20  
 >>>> (via ghost) and it seemed =3D3D<BR>>to get<BR>> =3D  
 >>>>>>rid of it,=3D20  
 >>>> for a while. I'm going to try a bounce to disk and see =  
 =3D3D<BR>>if=3D20  
 >>>> the<BR>> >>>crackles return.<BR>> =3D  
 >>>>>>The=3D20  
 >>>> way my system is set up, because of space limitations, and=3D20  
 >>>> the<BR>=3D3D<BR>>fact<BR>> >>that<BR>> =3D  
 >>>>>>I=3D20  
 >>>> have to have my drums basically in the mix position (facing =  
 the=3D20  
 >>>> =3D3D<BR>>other<BR>> >>way)<BR>> =3D  
 >>>>>>makes it A=3D20  
 >>>> FREAKIN PITA to crawl behind the gear and unplug the=3D20  
 >>>> =3D3D<BR>>spdif<BR>> cable<BR>> >>>going =3D  
 >>>>to the=3D20  
 >>>> DAC-1 and re-patch a cable loop. I accidently =  
 =3D3D<BR>>unplugged=3D20  
 >>>> something<BR>> >>>while doing it, and had to rip =3D  
 >>>>about half=3D20  
 >>>> the system out to find =3D3D<BR>>it.<BR>> =3D20  
 >>>> ERRRRRRRRRRRRRRRRRRRRRR!<BR>> >>>Rod<BR>> =3D20  
 >>>> >><BR>> ><BR>>

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Subject: Re: OT Cubase computer probs ... No?  
 Posted by [steve the artguy](#) on Thu, 18 Oct 2007 19:28:10 GMT  
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rs interleaved=3D20  
 >>>> =3D3D<BR>>below<BR>Rod<BR>"Neil"=3D3D20<BR>> =3D  
 >>>><<A=3D20



>>>> href=3D3D3D"<A=3D20  
>>>> =3D  
=  
>>>>href=3D3D'mailto:OIU@l.com">OIU@l.com</A'>mailto:OIU@l.com">OIU@l.com=  
<=3D  
>>>>;/A</A>>>=3D20  
>>>> =3D3D<BR>>wrote:<BR>><BR>>This =3D  
>>>>is=3D3D20<BR>> weird...=3D20  
>>>> have you tried any of the following:<BR>><BR>>1.)=3D20  
>>>> pan=3D3D20<BR>> everything to center, and then see if it still =  
=3D  
>>>>shows=3D20  
>>>> up<BR>>on the =3D3D<BR>>left=3D3D20<BR>> channel? or =3D  
>>>>is the=3D20  
>>>> crackling then centered?<BR><BR>Everything Panned =3D  
>>>>=3D3D<BR>>Ctr=3D20  
>>>> still=3D3D20<BR>> Crackles<BR>><BR>>2.) =3D  
>>>>removing ALL=3D20  
>>>> plugins & EFX, and =3D3D<BR>>bouncing=3D3D20<BR>> =3D  
>>>>dry/clean=3D20  
>>>> like<BR>>that, with everything panned as you normally =3D  
>>>>=3D3D<BR>>would=3D20  
>>>> for=3D3D20<BR>> this<BR>>mix? This includes anything =3D  
>>>>inserted=3D20  
>>>> across the=3D3D20<BR>> 2-buss.<BR><BR>Bounce with =3D  
>>>>No FX=3D20  
>>>> (Auxes, both internal and external) =3D  
>>>>=3D3D<BR>>still=3D3D20<BR>> =3D20  
>>>> Crackles<BR><BR>Bounce with no plugs...this does produce a =3D  
>>>>crackle=3D20  
>>>> =3D3D<BR>>free=3D3D20<BR>> bounce. I tried this<BR>the =3D  
>>>>first time it=3D20  
>>>> happened a couple weeks ago,<

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