

---

Subject: Crackling on disk Bounce  
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 14:40:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

you determine =  
where the=20  
crackle rears it's ugly head?<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; =  
&gt;IOW, is=20  
it constant, more or less, or is it intermittent? =  
If<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&nbsp; &gt;it's intermittent, does it seem to coincide with any=20  
particular<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; &gt;instrument or =  
track? For=20  
example, could it be a particular<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; =  
  
&gt;plugin on the - let's say - cowbell track, which occurs=20  
though<BR>&gt;&gt;&gt;&nbsp; &a

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [LaMontt](#) on Fri, 19 Oct 2007 14:47:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mp;&nbsp; &gt;most of the song, but =  
not on=20  
the (confounded) bridge?<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; totally random...not in =  
anyway=20  
associated with a particular =3D3D<BR>&gt;&gt;&gt;&nbsp; =  
&gt;instrument.=20  
Fairly<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; study though, like a bowl =  
of rice=20  
crispies.<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; =  
&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&nbsp; &gt;4.) mute/disconnect the right channel when listening =  
back=20  
to<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; &gt;the crackle-infested =  
bounce to see=20  
if there's any pattern=20  
=3D<BR>&gt;&gt;&gt;that=3D3D20<BR>&gt;&gt;&gt;&nbsp; =  
&gt;&nbsp; &gt;might=20

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [John \[1\]](#) on Fri, 19 Oct 2007 15:31:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

; &nbsp; was an audio CD)so I =  
would say=20  
it happens on all systems...but=20  
I<BR>&=3D<BR>&&&&=3D3D <BR>&&&&

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 16:18:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [Neil](#) on Fri, 19 Oct 2007 16:27:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

p;&nbsp;=20  
&  &crackles in it?<BR>&&&&&=20  
&<BR>&&&&&nbsp; &  Not nearly as bad...No study =  
diet of=20  
rice crispies, but there were<BR>&&&&=3D<BR>&&&&&a=20  
=3D3D<BR>&&&&&nbsp; &couple<BR>&&&&&nbsp; =

&gt;&nbsp;=20  
of crackles (random, I bounced twice and listend to both mixes=20  
out<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;of <BR>&gt;&gt;&gt;&nbsp; =  
=3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;phase,<BR>&gt;&gt;&gt;&nbsp; =  
&gt;&nbsp;=20  
set markers at the crackles, and verified by listening one at=20  
a<BR>=3D<BR>&gt;&gt;&gt;time)<BR>&gt;&gt;&gt;&nbsp;=20  
=3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;This<BR>&gt;&gt;&gt;&nbsp; =  
&gt;&nbsp;=20  
also leads me to believe it's some sort of ppj corruption=20  
brought<BR>&gt;&=3D<BR>&gt;&gt;&gt;on =  
=3D3D<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;by the<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; UAD stuff, only it =  
happens=20  
over time, but I haven't been able=20  
to<BR>&gt;=3D<BR>&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&nbsp; =  
&gt;verify=20  
this<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; =  
yet.<BR>&gt;&gt;&gt;&nbsp;

---

Subject: Re: Crackling on disk Bounce

Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 16:37:44 GMT

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

---

/>  
get<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&nbsp;=  
=20  
&gt;this thing<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; &gt;&gt;figured=20  
out.=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; &gt;&gt;I've had it =  
for today.=20  
Going to crash.<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp;=20  
&gt;&gt;Rod<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; &gt;&gt;"Rod Lincoln" =  
&lt;<A=20  
=  
href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A>=  
&gt;=20  
wrote:<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp;=20  
&gt;&gt;&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; &gt;&gt;Well, I =  
THOUGHT=20  
I had my "bounce to disk" crackles whipped,=20  
=  
but<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&nbsp;=  
&gt;they=20  
came<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; &gt;&gt;back. This time =  
I=20  
re-patched and did a spdif bounce and=20

that<BR>=3D<BR>&gt;&gt;&gt;seemed<BR>&gt;&gt;&gt;&nbsp;=20  
=3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;to<BR>&gt;&gt;&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;cure<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; &gt;&gt;&gt;it. I havn't =  
tried=20  
it yet with bounce to disk to verify=20  
=  
that<BR>the<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;=g=  
t;&nbsp;=20  
&gt;crackling<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; &gt;&gt;&gt;comes =  
back, but=20  
I bet it will. I wonder what could be=20  
causing<BR>&gt;=3D<BR>&gt;&gt;&gt;this? <BR>&gt;&gt;&gt;&nbsp;=20  
=3D3D<BR>&gt;&gt;&gt;&nbsp;

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 16:38:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mp;&gt;&gt;&nbsp; &gt;The<BR>&gt;&gt;&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;&gt;last<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; &gt;&gt;&gt;time I =  
did a=20  
fresh install of my system (via ghost) and it =  
=3D<BR>&gt;&gt;&gt;seemed=20  
=3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;to get<BR>&a

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [John \[1\]](#) on Fri, 19 Oct 2007 16:51:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mp;&gt;&gt;&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;&gt;rid

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [Aaron Allen](#) on Fri, 19 Oct 2007 18:13:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

;META=20  
content=3D3D3D"MSHTML 6.00.2800.1400"=20  
name=3D3D3DGENERATOR&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&lt;STYLE&gt;&lt;/STYLE&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&lt;/HEAD&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;&lt;BODY=20



<<DIV><FONT face=3D3D3DArial size=3D3D3D2>Maybe you =  
were right way=20  
back<BR>>=3D<BR>>>>with the<BR>>>>&nbsp;=20  
=3D3D<BR>>>>&nbsp; >>bad =  
UAD=3D3D20<BR>>>>&nbsp;=20  
>>assumption?</FONT></DIV> <BR>>>>&nbsp;=20  
>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> =  
</DIV><BR>>>>&nbsp; >><DIV><FONT =  
face=3D3D3DArial=20  
size=3D3D3D2>Still kickin' Paris =3D3D<BR>>>>&nbsp;=20  
>>around,</FONT></DIV><BR >>>>&nbsp;=20  
>><DIV><FONT face=3D3D3DArial=20  
size=3D3D3D2>Tom</FONT></DIV>& >> <BR>>>>&nbsp; =  
>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> =  
</DIV><BR>>>>&nbsp;=20  
>><BLOCKQUOTE=3D3D20<BR>>>>&nbsp;=20  
>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:=20  
5px;<BR>>>=3D<BR>>>>=3D3D <BR>>>>&nbsp; =  
>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT:=20  
0px">>>>&nbsp; >>&nbsp; <DIV>"Rod Lincoln" =  
<<A=3D3D20<BR>>>>&nbsp; >>&nbsp;=20  
=3D3D<BR>>>>&nbsp; =  
=3D<BR>>>>>>href=3D3D3D "<A=20  
=  
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>m=  
ailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>=3D=  
<BR>>>>&g=3D3D <BR>>>>&nbsp;=20  
>>t;=3D3D20<BR>>>>&nbsp; >>&nbsp; wrote in message=20  
<A=3D3D20<BR>>>>&nbsp; >>&nbsp; =  
=3D3D<BR>&

---

Subject: Re: Crackling on disk Bounce  
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 18:50:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

>>>>&nbsp;=20  
=3D<BR>>>>>>href=3D3D3D "<A=20  
=  
href=3D'news:472e82a3\$1@linux">news:472e82a3\$1@linux</A>...</DIV><BR>N'>n=  
ews:472e82a3\$1@linux">news:472e82a3\$1@linux</A>>...</DIV>>&l=  
t;BR>>N</A>=3D<BR>>>>>>eil=3D3D <BR>>>>&nbsp;=20  
>>=3D3D20<BR>>>>&nbsp; >>&nbsp; thanks for your =

response. see=20  
 my answers interleaved =3D3D<BR>&gt;&gt;&gt;&nbsp;=20  
 =  
 &gt;below&lt;BR&gt;Rod&lt;BR&gt;"Neil"=3D3D20 <BR>&gt;&gt;&gt;&nbsp;=20  
 &gt;&nbsp; &lt;&lt;A href=3D3D3D"<A=20  
 =  
 href=3D'mailto:OIU@l.com">OIU@l.com</A>mailto:OIU@l.com"&gt;OIU@l.com&lt;=20  
 ;/A</A>&gt;&gt;=20  
 =3D3D<BR>&gt;&gt;&gt;&nbsp; =  
 &gt;wrote:&lt;BR&gt;&gt;&lt;BR&gt;&a mp;gt;This=20  
 is=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; weird... have you tried =  
 any of=20  
 the following:&lt;BR&gt;&gt;&lt;BR&gt;&g t;1.)=20  
 pan=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; everything to center, =  
 and then=20  
 see if it still shows up&lt;BR&gt;&gt;on=20  
 =  
 the<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&nbsp;=  
 =20  
 &gt;left=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; channel? or is =  
 the=20  
 crackling then centered?&lt;BR&gt;&lt;BR&gt;Everything=20  
 =3D<BR>&gt;&gt;&gt;&Panned =3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;Ctr=20  
 still=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp;=20  
 Crackles&lt;BR&gt;&gt;&lt;BR&gt;&gt; 2.) removing ALL plugins &amp; =  
 EFX, and=20  
 =3D3D<BR>&gt;&gt;&gt;&nbsp; =  
 &gt;bouncing=3D3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 &gt;&nbsp; dry/clean like&lt;BR&gt;&gt;that, with everything panned as =  
 you=20  
 normally<BR>=3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;would=20  
 for=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; this&lt;BR&gt;&gt;mix? =  
 This=20  
 includes anything inserted across the=3D3D20<BR>&gt;&gt;&gt;&nbsp; =  
  
 &gt;&nbsp; 2-buss.&lt;BR&gt;&lt;BR&gt;Bounce with No FX (Auxes, both =  
 internal=20  
 and =3D<BR>&gt;&gt;&gt;external) =3D3D<BR>&gt;&gt;&gt;&nbsp;=20  
 &gt;still=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp;=20  
 Crackles&lt;BR&gt;&lt;BR&gt;Bounce with no plugs...this does produce a =  
  
 =  
 crackle<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&nbsp;=20  
 &gt;free=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; bounce. I tried=20  
 this&lt;BR&gt;&gt;the first time it happened a couple=20  
 weeks<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&ago, <B

Subject: Re: Crackling on disk Bounce  
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 18:56:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

R>&gt;&gt;&nbsp; =

=3D3D<BR>&gt;&gt;&nbsp; =  
&gt;and=3D3D20<BR>&gt;&gt;&nbsp;=20  
&gt;&nbsp; thought I had it narrowed&lt;BR&gt;down to the UAD plugs. I =

=  
re-ghosted<BR>&gt;=3D<BR>&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&nbsp; =  
&gt;to=20

a=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp; sys version that had an=20  
earlier&lt;BR&gt;UAD install (can't remember=20

=  
the<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&nbsp; =  
=20

&gt;number, it=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp; had the =  
Helios, but=20

not the Neve&lt;BR&gt;88)and the crackles went=20  
=

away,<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;so <BR>&gt;&gt;&nbsp; =

=3D3D<BR>&gt;&gt;&nbsp; &gt;I=3D3D20<BR>&gt;&gt;&nbsp; =  
&gt;&nbsp;=20

thought it was a software rev that Paris&lt;BR&gt;didn't like, but=20  
just<BR>&gt;=3D<BR>&gt;&gt;&gt;to =

=3D3D<BR>&gt;&gt;&nbsp; &gt;be=20

sure I=3D3D20<BR>&gt;&gt;&nbsp; &gt;&nbsp; reloaded the new =  
version of=20

the UAD software&lt;BR&gt;(the one with=20

the<BR>&gt;=3D<BR>&gt;&gt;&gt;Neve <BR>&gt;&gt;&nbsp; =20  
=3D3D<BR>&gt;&gt;&nbsp; &gt;<BR>&gt;&gt;&nbsp; =

&gt;&nbsp; 88)=20

and it still didn't crackle. At that point I&lt;BR&gt;thought it=20

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

be=3D3D20<BR>&gt;&gt;&nbsp; =20

&gt;&nbsp; something else altogether and since I am in the =  
middle&lt;BR&gt;of=20

a =3D<BR>&gt;&gt;&gt;mixing<BR>&gt;&gt;&nbsp; =20  
=3D3D<BR>&gt;&gt;&nbsp; =

&gt;project=3D3D20<BR>&gt;&gt;&nbsp; =20

&gt;&nbsp; that I'm using the Neve 88 plug on a lot (love what=20

=  
it&lt;BR&gt;does)<BR>I<BR>&gt;=3D<BR>&gt;&gt;&gt;just<BR>&gt;&gt;=  
&gt;&gt;&nbsp;=20

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

&gt;went=3D3D20<BR>&gt;&gt;&nbsp; =20

&nbsp; for it, listening closely to bounces. I actually did=20  
2<BR>bounces<BR>&=<BR>&&&of=20  
=3D3D<BR>&&&&& &every =  
mix=3D3D20<BR>&&&&&&=20  
& and listened back to both at the same time, out of=20  
=  
phase<BR>with<BR>&=<BR>&&&&each <BR>&&&&&=  
;&=20  
=3D3D<BR>&&&&& =  
&other,=3D3D20<BR>&&&&&&=20  
& to hear the difference, since the crackles appeared to=20  
=3D<BR> &&&&be<BR>random.) <BR>&&&&&&=20  
=3D3D<BR>&&&&& =  
&There=3D3D20<BR>&&&&&&=20  
& were maybe 1 or 2 crackles per song on a couple songs,=20  
=  
and<BR>no<BR>&=<BR>&&&&&=3D3D <BR>&&&&&&=n=  
bsp;=20  
&

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [Aaron Allen](#) on Sat, 20 Oct 2007 00:17:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

=3D3D20<BR>&&&&&& &&& =

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

=3D<BR>&&&&&associated<BR>&&&&&&=20  
=3D3D<BR>&&&&&& &with =  
a=3D3D20<BR>&&&&&&=20  
& particular instrument. Fairly<BR>study though, like a =  
bowl of=20  
=3D<BR>&&&&&rice=3D3D20<BR>&&&&&& =  
&&=20  
crispies.<BR>&&&&& ;4.) mute/disconnect the right =  
channel=20  
when =3D3D<BR>&&&&&&=20  
&listening=3D3D20<BR>&&&&&& &&& back=20  
to<BR>&&the crackle-infested bounce to see if there's any=20  
=3D3D<BR>&&&&&& &pattern =  
that=3D3D20<BR>&&&&&&=20  
& &&&might apply to (3)=20  
above?<BR>&&&&&none<BR>&&&&&5.) Is=20  
=3D3D<BR>&&&&&& =  
&the=3D3D20<BR>&&&&&&=20  
&& crackle happening on ALL systems? IOW, have =

you<BR>&gt;burned=20  
 a =  
 CD<BR>of<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&=   
 nbsp;=20  
 &gt;the=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; bounced tracks =  
 &amp; played=20  
 it back on a home<BR>&gt;stereo, in your =  
 =3D3D<BR>&gt;&gt;&gt;&nbsp;=20  
 &gt;car, on=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; headphones, =  
 etc? Is it=20  
 possible that<BR>&gt;for some odd reason=20  
 the<BR>&gt;=3D<BR>&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&nbsp; =  
 &gt;crackle=20  
 is=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; due to something in=20  
 your<BR>&gt;monitoring setup that isn't=20  
 =  
 showing<BR>&gt;up<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;=3D3D<BR>&gt;&gt;=  
 &gt;&gt;&nbsp;=20  
 &gt;on=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; regular playback,=20  
 but<BR>&gt;might be showing up on a rendered=20  
 =3D3D<BR>&gt;&gt;&gt;&nbsp;=20  
 &gt;file?<BR>&gt;This=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; =  
 first came=20  
 to my attention after I burned a CD of test mixes=20  
 for<BR>&gt;=3D<BR>&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&nbsp;=20  
 &gt;the<BR>&gt;client=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; =  
 and he=20  
 called me after he got home and listened on his system=20  
 =3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;(this<BR>&gt;was=20  
 an=3D3D20<BR>&gt;&gt;&gt;&nbsp; &gt;&nbsp; audio CD)so I would say =  
 it=20  
 happens on all systems...but I=20  
 =3D<BR>&gt;&gt;&gt;havn't=3D3D20<BR>&gt;&gt;&gt;&nbsp; =  
 &gt;&nbsp;=20  
 burnt<BR>&gt;another CD yet.<BR>&gt;It does happen on my NS 10's =  
 as=20  
 =  
 well<BR>&gt;as<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;my <BR>&gt;&gt;&g=   
 t;&nbsp;=20  
 =3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;<BR>&gt;&gt;&gt;&nbsp; =  
 &gt;&nbsp; Mackie=20  
 824's. The 824's are hooked<BR>&gt;up thru the spdif out of=20  
 =3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;the =  
 mec=3D3D20<BR>&gt;&gt;&gt;&nbsp;=20  
 &gt;&nbsp; to a DAC-1 to a PVC passive volume control.<BR>&gt;The NS =  
 10's=20  
 are =3D<BR>&gt;&gt;&gt;hooked<BR>&gt;&gt;&gt;&nbsp;=20  
 =3D3D<BR>&gt;&gt;&gt;&nbsp; &gt;up =

thru=3D3D20<BR>&gt;&gt;&gt;&gt;&nbsp;=20  
&gt;&nbsp;2 analogue outs from the Mec into a GFA power&

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [audioguy\\_editout\\_](#) on Wed, 24 Oct 2007 05:01:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

tic  
>> and hope my insurance company understands the concept.  
>>  
>> ...er... sorry... rant off... ;-)  
>>  
>> Dedric  
>>  
>> "Chris Ludwig" <chrisl@adkproaudio.com> wrote in message  
>> news:47616ab0\$1@linux...  
>>> HI Saw this at AES. Seemed to sound very nice and was really low on cpu  
>  
>>> resources. Hopefully I'll be able to get a full copy soon.  
>>> Chris  
>>>  
>>>  
>>>  
>>> LaMont wrote:  
>>>> Check it out the audio demos..  
>>>>  
>>>> <http://www.overloud.com/>  
>>>  
>>> --

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [Rod Lincoln](#) on Wed, 24 Oct 2007 05:05:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

"LaMont"  
<jjdpro@gmail.com> wrote:  
  
>  
> Yeah I saw those early reviews on Nuendo's forum..I did not believe them.  
> I listened to the demos on the web site and I think this Verb plug sounds  
> fabulous!! Right up with Wlizzo Verb and IK's Classics. Like Chris stated,  
> this is not a convo verb, but a digital verb replica. Really smooth. Listen  
> to the vocal demos.. Wow!!  
>  
> P.S. Some of those folks on the Nuendo Forum are complete idiots that are

> more concerned about the latest DAW config than music or the art of naking,  
> mixing daw(nuendo) tricks etc.. They sound like complete idiots when talking  
&g

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [mike audet\[1\]](#) on Wed, 24 Oct 2007 12:50:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

br />  
> >>> bug...so I don't know what I'll do this time.  
> >>> Rod  
> >>> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
> >>> >  
> >>> >  
> >>> >I have to assume it works and sounds good. Anyone  
> >>> >tried it with Paris yet? I know Rod said that  
> >>> >4.7 and up won't render stereo with plugins anymore.  
> >>> >  
> >>> >I really want that thing!!! \$50 off too with their Christmas =  
>deal.  
> >>> >  
> >>> >Anyone?  
> >>> >  
> >>> >  
> >>> >I choose Polesoft Lockspam to fight spam, and you?  
> >>> >http://www.polesoft.com/refer.html =3D20  
> >>> >  
> >>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
> >>> ><HTML><HEAD>  
> >>> ><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html"; =  
>=3D3D  
> >>> >charset

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [Rod Lincoln](#) on Wed, 24 Oct 2007 13:47:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

; </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>I think I'll to a fresh clone
=
>before
> =3D
> >>>anything crazy=3D20
> >>>happens!</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>I might just try it to =3D
> >>>see.</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>Is it just you and me with =
>Paris and
> a
> >> =3D
> >>>UAD these=3D20
> >>>days?</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>Sheesh it's gettin' lonely =
>around these
> >> =3D
> >>>
> >>>parts.</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >>><DIV> </DIV>
> >>><BLOCKQUOTE=3D20
> >>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
=

```

---

Subject: Re: Crackling on disk Bounce  
 Posted by [mike audet\[1\]](#) on Wed, 24 Oct 2007 15:21:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

```

;A=20
> =
> href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>t;=20
> wrote in message =
><BR>>news:4761b804$1@linux...<BR>>><BR>>> It=20
> might be just you and me.<BR>>> Rod<BR>>> "Tom Bruhl" =
><<A=20
> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20
> wrote:<BR>>>><BR>>>><BR>>>>I think I'll to =

```

>a fresh=20  
> clone before anything crazy happens!<BR>>>>I might just try =  
>it to=20  
> see.<BR>>>><BR>>>>Is it just you and me with Paris =  
>and a UAD=20  
> these days?<BR>>>><BR>>>>Sheesh it's gettin' lonely =  
>around=20  
> these=20  
> =  
>parts.<BR>>>>Tom<BR>>>><BR>>>><BR>>>>=  
  
> "Rod Lincoln" <<A=20  
> =  
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=  
>t;=20  
> wrote in message=20  
> =  
>=3D<BR>>>>news:47619bf0\$1@linux...<BR>>>><BR>>>>&g=  
  
> I havn't tried the demo yet. For some reason the timed demo's=20  
  
>just buy=20  
> it...except last time I got burned by the no=20  
  
>what I'll=20  
  
>Bruhl"=20  
> <<A href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =  
>

&g

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [Tom Bruhl](#) on Wed, 24 Oct 2007 23:55:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

says the Farichild mono and EX M plug is not installed. To defeat =  
this, install  
4.5 again, specifying a folder other than the correct folder (you will =  
delete  
it later) and select the "install mono versions"  
box. Go into the mono folder that's in the folder you chose, copy the =  
Fairchild  
and EX-M DLL's

(there the only ones that don't have the word (mono) in parenthesis) =  
and  
copy them to the correct folder. Then delete the bogus folder, or the =  
UAD  
dll's. I use the steinberg/vst folder, since that's what it defaults =  
to,  
and that's not what I use normally. You don't have to do this, but if =  
the  
error messages bug you (they do me) you can. The mono versions don't =  
work  
correctly in Paris, but it keeps the error screen from popping up.  
"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>  
>  
>Hey Rod,  
>What are settings to use in 3.3 wrapper so I don't lose presets?  
>I thought I had a document here from before but can't find it  
>in my Paris folder.  
>  
>Thanks,  
>I'm ready to try it!!!  
>Tom  
> "Roc Lincoln" <rlincoln@nocpam.kc.rr.com> wrote in message =3D  
>news:4761f0f7@linux...  
>  
> I just slide the track and get it sample accurate with sampleslide. =  
i  
=3D  
>dunno,  
> it's not that big of a deal for me.  
> Rod  
> "Rob Arsenault" <mani1147@hotmail.com> wrote:  
> >Funny, I was just thinkin last night how I should drop the old =  
UAD-1  
=3D  
>back  
>  
> >into my Paris rig. I guess that would make 3 of us. So how do you =  
=3D  
>guys=3D20  
> >handle the UAD in Paris, do you do the old track slide (PITA) or =  
just  
=3D  
>make  
> a=3D20  
> >copy of the track, render / listen / undo?  
> >  
> >Thanks

> >Rob  
 > >  
 > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message=3D20  
 > >news:4761b804\$1@linux...  
 > >>  
 > >> It might be just you and me.  
 > >> Rod  
 > >> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
 > >>>  
 > >>>  
 > >>>I think I'll to a fresh clone before anything crazy happens!  
 > >>>I might just try it to see.  
 > >>>  
 > >>>Is it just you and me with Paris and a UAD these days?  
 > >>>  
 > >>>Sheesh it's gettin' lonely around these parts.  
 > >>>Tom  
 > >>>  
 > >>>  
 > >>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =  
 =3D3D  
 > >>>news:47619bf0\$1@linux...  
 > >>>  
 > >>> I havn't tried the demo yet. For some reason the timed demo's =  
 =3D  
 >don't  
 > =3D3D  
 > >>>work on  
 > >>> my system. I just buy it...except last time I got burned by =  
 the =3D  
 >no =3D3D  
 > >>>render  
 > >>> bug...so I don't know what I'll do this time.  
 > >>> Rod  
 > >>> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
 > >>> >  
 > >>> >  
 > >>> >I have to assume it works and sounds good. Anyone  
 > >>> >tried it with Paris yet? I know Rod said that  
 > >>> >4.7 and up won't render stereo with plugins anymore.  
 > >>> >  
 > >>> >I really want that thing!!! \$50 off too with their Christmas =  
 =3D  
 >deal.  
 > >>> >  
 > >>> >Anyone?  
 > >>> >  
 > >>> >

```

> >>> >I choose Polesoft Lockspam to fight spam, and you?
> >>> >http://www.polesoft.com/refer.html =3D3D20
> >>> >
> >>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =
Transitional//EN">
> >>> ><HTML><HEAD>
> >>> ><META http-equiv=3D3D3D3DContent-Type =
content=3D3D3D3D"text/html; =3D
>=3D3D3D
> >>> >charset=3D3D3D3Diso-8859-1">
> >>> ><META content=3D3D3D3D"MSHTML 6.00.2800.1400" =3D
>name=3D3D3D3DGENERATOR>
> >>> ><STYLE></STYLE>
> >>> ></HEAD>
> >>> ><BODY bgColor=3D3D3D3D#ffffff>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>I have to assume =
it =3D
>works =3D3D3D
> >>> >and sounds=3D3D3D20
> >>> >good. Anyone</FONT></DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>tried it with =
Paris =3D
>yet? I know
> >> =3D3D
> >>>=3D3D3D
> >>> >Rod said=3D3D3D20
> >>> >that</FONT></DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>4.7 and up won't =
render
=3D
>stereo
> =3D3D
> >>>with =3D3D3D
> >>> >plugins=3D3D3D20
> >>> >anymore.</FONT></DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> </DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>I really want =
that =3D
>thing!!! $50
> >> =3D3D
> >>>=3D3D3D
> >>> >off too with=3D3D3D20
> >>> >their Christmas deal.</FONT></DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> </DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial =
size=3D3D3D3D2>Anyone?</FONT></DIV>
> >>> ><DIV><FONT size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam =
to =3D

```

```

>fight =3D3D
> >>>spam, =3D3D3D
> >>> >and=3D3D3D20
> >>> >you?<BR><A=3D3D3D20
> >>> =3D3D
> =3D
=
>>>>>href=3D3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
t.c=3D
>om/re=3D3D
> >>>fer=3D3D3D
> >>> >.html</A> </FONT></DIV></BODY></HTML>
> >>> >
> >>> >
> >>>
> >>>
> >>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> >>><HTML><HEAD>
> >>><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
> >>>charset=3D3D3Diso-8859-1">
> >>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
> >>><STYLE></STYLE>
> >>></HEAD>
> >>><BODY bgColor=3D3D3D#ffffff>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I think I'll to a fresh =
clone
=3D
>before
> =3D3D
> >>>anything crazy=3D3D20
> >>>happens!</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I might just try it to =
=3D3D
> >>>see.</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Is it just you and me =
with =3D
>Paris and
> a
> >> =3D3D
> >>>UAD these=3D3D20
> >>>days?</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Sheesh it's gettin' =
lonely =3D
>around these

```

```

> >> =3D3D
> >>>
> >>>parts.</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>><DIV> </DIV>
> >>><BLOCKQUOTE=3D3D20
> >>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px;
=3D
>=3D3D
> >>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >>> <DIV>"Rod Lincoln" <<A=3D3D20
> >>> =3D3D
> =3D
=
>>>>href=3D3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.c=
om<=3D
>/A>&g=3D3D
> >>>t;=3D3D20
> >>> wrote in message <A=3D3D20
> >>> =3D
=
>href=3D3D3

```

---

Subject: Re: Crackling on disk Bounce  
 Posted by [mike audet\[1\]](#) on Thu, 25 Oct 2007 02:01:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

```

sounds =3D3D<BR>>>>good. =3D3D20<BR>>>> =3D20
> Anyone<BR>>>tried it with Paris yet? I know Rod said=3D20
> =3D3D<BR>>>>that<BR>>>4.7=3D3D20<BR>>>> =3D
>and up won't=3D20
> render stereo with plugins anymore.<BR>><BR>>I=3D20
> =3D3D<BR>>>>really want=3D3D20<BR>>>> that =3D
>thing!!! $50 off=3D20
> too with their Christmas=3D3D20<BR>>>> =3D20
> =3D
>deal.<BR>><BR>>Anyone?<BR>><BR>><B=3D
>R>>I=3D20
> choose Polesoft =3D3D<BR>>>>Lockspam=3D3D20<BR>>>> =3D
>to fight=3D20
> spam, and=3D20
> =3D
>=3D3D<BR>>>>you?<BR>>http://www.polesoft.com/refer.html=3D20
> =3D3D20<BR>>>> <BR>><BR>><!DOCTYPE =3D
>HTML PUBLIC=3D20

```

```

> "-//W3C//DTD HTML 4.0=3D3D20<BR>>>> =3D20
> =3D
> Transitional//EN"><BR>><HTML><HEAD><BR>>=3D
><META=3D3D20<BR>>>> =3D20
> http-equiv=3D3D3D3DContent-Type =3D
> content=3D3D3D3D"text/html;=3D3D20<BR>>>> =3D20
> =3D3D3D<BR>>< charset=3D3D3D3Diso-8859-1"><BR>><META =3D
>
> =3D3D<BR>>>> content=3D3D3D3D"MSHTML=3D3D20<BR>>>> =3D20
> 6.00.2800.1400"=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>> name=3D3D3D3DGENERATOR><BR>><STYLE><=3D
>;/STYLE><BR>></HEA=3D3D<BR>>>>D><BR>>&l=3D
>t;BODY=3D3D20<BR>>>> =3D20
> bgColor=3D3D3D3D#ffffff><BR>><DIV><FONT =3D
>face=3D3D3D3DArial=3D20
> =3D3D<BR>>>> size=3D3D3D3D2>l=3D3D20<BR>>>> have =3D
>to assume it=3D20
> works =3D3D3D<BR>>>and=3D20
> sounds=3D3D3D20<BR>>>good.=3D3D20<BR>>>> =3D20
> Anyone</FONT></DIV><BR>><DIV><FONT=3D20
> =3D3D<BR>>>>face=3D3D3D3DArial=3D3D20<BR>>>> =3D
>size=3D3D3D3D2>tried=3D20
> it with Paris yet? I know =3D
>=3D3D3D<BR>>>Rod=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>said=3D3D3D20<BR>>>that</FONT></DIV>=3D
><BR>><DIV><FONT=3D3D<BR>>>>=3D3D20<BR>>>>=3D
> =3D20
> face=3D3D3D3DArial size=3D3D3D3D2>4.7 and up won't render =
stereo=3D20
> with=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>=3D3D3D<BR>>>plugins=3D3D3D20<BR>>>anymore=3D
>.</FONT></DIV><BR>>>&=3D3D<BR>>>>lt;DIV>=3D
>;<FONT=3D3D20<BR>>>> =3D20
> face=3D3D3D3DArial size=3D3D3D3D2></FONT>=3D20
> =3D
>=3D3D<BR>>>></DIV><BR>><DIV><FONT=3D3D20<BR>=3D
>>>> =3D20
> face=3D3D3D3DArial size=3D3D3D3D2>I really want that thing!!! =
$50=3D20
> =3D3D<BR>>>>=3D3D3D<BR>>>off =3D
>too=3D3D20<BR>>>> =3D20
> with=3D3D3D20<BR>>>their Christmas=3D3D20<BR>>>> =3D20
> deal.</FONT></DIV><BR>><DIV><FONT=3D20
> =3D3D<BR>>>>face=3D3D3D3DArial=3D3D20<BR>>>> =3D20
> size=3D3D3D3D2></FONT> =3D

```

```

></DIV><BR>><DIV><FONT=3D20
> =3D3D<BR>>>>face=3D3D3D3DArial=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>size=3D3D3D3D2>Anyone?</FONT></DIV><BR=3D
>>><DIV><FONT=3D3D<BR>>>>=3D3D20<BR>>>> =3D
>=3D20
> size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam to =3D
>fight=3D20
> =3D3D<BR>>>>spam,=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>=3D3D3D<BR>>and=3D3D3D20<BR>>you?<BR&=3D
>gt;<A=3D3D3D20<BR>>href=3D3D3D3D"<A=3D3D20<BR>>>> =3D
>=3D20
> =3D
>=3D3D<BR>>>>href=3D3D3D'http://www.polesoft.com/refer.html">http:=3D
>//www.polesoft.com/refer=3D3D<BR>>>>'>http://www.polesoft.com/r=3D
>efer.html">http://www.polesoft.com/refer</A=3D3D<BR>>>>=3D3D=3D
>3D<BR>>.html</A>=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>></FONT></DIV></BODY></HTML><=3D
>;BR>><BR>><BR></=3D3D<BR>>>>BLOCKQUOTE>=3D
></BODY></HTML><BR>>>><BR>>>><BR>>>=3D20
> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>
>

```

-----=\_NextPart\_000\_006E\_01C83DF0.641719A0

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

```

<!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><FONT face=3DArial size=3D2>
<DIV><FONT face=3DArial size=3D2>Thanks Rod,</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV>That's exactly what I needed.</FONT></DIV>
<DIV><FONT face=3

```

---

Subject: Re: Crackling on disk Bounce

Posted by [Rod Lincoln](#) on Thu, 25 Oct 2007 04:40:44 GMT

t;FONT=20  
size=3D3D3D2&gt;&lt;BR&gt;&lt;BR&gt;I choose Polesoft Lockspam to=20  
=3D<BR>&gt;fight =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;spam, =  
=3D3D3D<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; &gt;and=3D3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
&gt;you?&lt;BR&gt;&lt;A=3D3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
=3D3D<BR>&gt;&nbsp; =3D<BR>&gt;&gt;&gt;&gt;href=3D3D3D3D "<A=20  
=  
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.c'>http://=  
/www.polesoft.com/refer.html"&gt;http://www.polesoft.c</A>=3D<BR>&gt;om/r=  
e=3D3D<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;fer=3D3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
&gt;&gt;.html&lt;/A&gt;=20  
&lt;/FONT&gt;&lt;/DIV&gt;&lt;/BODY&gt;&lt;/HTML&gt; <BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
&gt;<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;<BR>&gt;&nbsp; =  
&gt;&gt;&gt;&lt;!DOCTYPE=20  
HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN"&gt;<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&lt;HTML&gt;&lt;HEAD&gt;&lt; <BR>&gt;&nbsp; =  
&gt;&gt;&gt;&lt;META=20  
http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =  
=3D3D<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;charset=3D3D3Diso-8859-1"&gt;<BR >&gt;&nbsp; =  
&gt;&gt;&gt;&lt;META=20  
content=3D3D3D"MSHTML 6.00.2800.1400" =  
name=3D3D3DGENERATOR&gt;<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&lt;STYLE&gt;&lt;/STYLE&gt; &gt;&gt;&gt;<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&lt;/HEAD&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&lt;BODY=20  
bgColor=3D3D3D#ffffff&gt;<BR>&gt;&nbsp; =  
&gt;&gt;&gt;&lt;/DIV&gt;&lt;FONT=20  
face=3D3D3DArial size=3D3D3D2&gt;I think I'll to a fresh=20  
clone<BR>=3D<BR>&gt;before<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; =  
&gt;&gt;&gt;anything=20  
crazy=3D3D20<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;happens!&lt;/FONT&gt;&lt; /DIV&gt; <BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&lt;/DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;I =  
might just try=20  
it to =3D3D<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;see.&lt;/FONT&gt;&lt;/DI V&gt; <BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&lt;/DIV&gt;&lt;FONT face=3D3D3DArial =  
size=3D3D3D2&gt;&lt;/FONT&gt;=20  
&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&lt;/DIV&gt;&lt;FONT =  
face=3D3D3DArial=20  
size=3D3D3D2&gt;Is it just you and me with =3D<BR>&gt;Paris =  
and<BR>&gt;&nbsp;=20  
a<BR>&gt;&nbsp; &gt;&gt;&gt;=3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;UAD=20

```

these=3D3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;days?&lt;/FONT&gt;&lt;/D IV&gt; <BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial =
size=3D3D3D2&gt;&lt;/FONT&gt;=20
&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&lt;/DIV&gt;&lt;/FONT =
face=3D3D3DArial=20
size=3D3D3D2&gt;Sheesh it's gettin' lonely =3D<BR>&gt;around =
these<BR>&gt;&nbsp;=20
&gt;&gt; =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;<BR>&gt;&nbsp;=20
&gt;&gt;&gt;parts.&lt;/FONT&gt;&lt;/ DIV&gt; <BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial=20
size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV& &gt; <BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial =
size=3D3D3D2&gt;&lt;/FONT&gt;=20
&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&lt;/DIV&gt; =
&lt;/DIV&gt;<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;/BLOCKQUOTE=3D3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
MARGIN-LEFT:=20
5px;<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;BORDER-LEFT: =
#000000 2px solid;=20
MARGIN-RIGHT: 0px"&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =
&lt;/DIV&gt;"Rod=20
Lincoln" &lt;&lt;A=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =
=3D3D<BR>&gt;&nbsp;=20
=3D<BR>&gt;&gt;&gt;href=3D3D3D"<A=20
=
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com'>mail=
to:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com</A>&lt;=3D<BR>=
&gt;/A&gt;& &g=3D3D<BR>&gt;&nbsp;=20
&gt;&gt;&gt;t;=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; wrote in =
message=20
&lt;A=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =
=3D<BR>&gt;href=3D3D3D"<A=20
=
href=3D'news:47619bf0$1@linux">news:47619bf0$1@linux</A>...</DIV><BR>I'>n=
ews:47619bf0$1@linux"&gt;news:47619bf0$1@linux&lt;/A&gt;...&lt;/DIV&gt;&l=
t;BR&gt;I</A><BR>&gt;&nbsp;=20
&gt;&gt; =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;havn't=3D3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&nbsp; tried the demo yet. For some reason the timed =
demo's don't=20
work =3D<BR>&gt;=3D3D<BR>&gt;&nbsp; =
&gt;&gt;&gt;on&lt;BR&gt;my=3D3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&nbsp; system. I just buy it...except last time I got =
burned by=20
the =3D<BR>&gt;no=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =
render&lt;BR&gt;bug...so=20
I don't know what I'll do this=20

```

=3D<BR>&gt;time.&lt;BR>&gt;Rod&lt;BR>&gt; "Tom<BR>&gt;&nbsp; &gt;&gt;=20  
=3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;Bruhl"=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&gt;=20  
&gt;&gt;&gt;&nbsp;=20  
&lt;&lt;A =3D<BR>&gt;href=3D3D3D"<A=20  
=  
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>mailto:arpegi=  
o@comcast.net"&gt;arpeggio@comcast.net&lt;/A</A>&gt;&gt;=20  
=3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
wrote:&lt;BR>&gt;&lt;BR>&gt;& a mp;lt;BR>&gt;& I have to assume it =  
works and=20  
sounds =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;good. =3D3D20<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; Anyone&lt;BR>&gt;&gt;tried it with Paris yet? I know =  
Rod=20  
said =3D3D<BR>&gt;&nbsp; =  
&gt;&gt;&gt;that&lt;BR>&gt;&gt;4.7=3D 3D20 <BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; and up won't render stereo with plugins=20  
anymore.&lt;BR>&gt;&gt;&lt;BR>&gt;&gt; I =3D3D<BR>&gt;&nbsp; =  
&gt;&gt;&gt;really=20  
want=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; that thing!!! \$50 off too =  
with=20  
their Christmas=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
=  
deal.&lt;BR>&gt;&gt;&lt;BR>&gt;&gt;Any one?&lt;BR>&gt;&gt;&lt;BR>&gt;&gt;& amp ;lt;B=  
R&gt;&gt;lt;B=20  
choose Polesoft =3D3D<BR>&gt;&nbsp; =  
&gt;&gt;&gt;Lockspam=3D3D20<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; to fight spam, and =3D3D<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;you?&lt;BR>&gt;&gt;http://www.polesoft.com/refer.html=20  
=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
&lt;BR>&gt;&gt;&lt;BR>&gt;&gt;&lt; !DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =  
  
4.0=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
=  
Transitional//EN" &gt;&lt;BR>&gt;&gt;&lt;HTML&gt;&lt; t;HEAD&gt;&lt;BR>&gt;&gt;=  
&lt;META=3D3D20<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; http-equiv=3D3D3D3DContent-Type=20  
content=3D3D3D3D"text/html";=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
=  
=3D3D3D&lt;BR>&gt;&gt;charset=3D3D3D3Diso-8859-1"&gt;&lt;BR>&gt;&gt;&lt;MET=  
A=20  
=3D3D<BR>&gt;&nbsp; =  
&gt;&gt;&gt;content=3D3D3D3D"MSHTML=3D3D20<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; 6.00.2800.1400"=3D3D20<BR>&gt;&nbsp; =  
&gt;&gt;&gt;&nbsp;=20  
=3D3D<BR>&gt;&nbsp;=20  
=  
&gt;&gt;&gt;name=3D3D3D3DGENERATOR&gt;&lt;BR>&gt;&gt;&lt;STYLE&gt;&lt;/STY=  
LE&gt;&lt;BR>&gt;&gt;&lt;/HEA=3D3D<BR>&gt;&nbsp;=20

&gt;&gt;&gt;D&gt;&lt;BR&gt;&gt;& amp;lt;BODY=3D3D20 <BR>&gt;&nbsp; =  
&gt;&gt;&gt;&gt;&nbsp;=20  
bgColor=3D3D3D3D#ffffff&gt;&lt;BR&gt;&gt;& am p;lt;DIV&gt;&lt;FONT =  
face=3D3D3D3DArial=20  
=3D3D<BR>&gt;&nbsp; =  
&gt;&gt;&gt;&gt;size=3D3D3D3D2&gt;&lt;I=3D3D20<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;&nbsp; have to assume

---

---

Subject: Re: Crackling on disk Bounce  
Posted by [Rod Lincoln](#) on Thu, 25 Oct 2007 04:43:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

it works =3D3D3D&lt;BR&gt;&gt;and=20  
=3D<BR> &gt;sounds=3D3D3D20&lt;BR&gt;&gt;good.=3D3D2 0 <BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp;=20  
Anyone&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR& am p;gt;&gt;&lt;DIV&gt;&lt;FONT=20  
=3D3D<BR>&gt;&nbsp; =  
&gt;&gt;&gt;&gt;face=3D3D3D3DArial=3D3D20<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;&nbsp; size=3D3D3D3D2&gt;&gt;tried it with Paris yet? I know=20  
=3D3D3D&lt;BR&gt;&gt;&Rod=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
=3D3D<BR>&gt;&nbsp;=20  
=  
&gt;&gt;&gt;said=3D3D3D20&lt;BR&gt;& &gt;that&lt;/FONT&gt;&lt;/DIV&gt;&lt;B=  
R&gt;&gt;&lt;DIV&gt;&lt;FONT=3D3D<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
face=3D3D3D3DArial=20  
size=3D3D3D3D2&gt;&4.7 and up won't render stereo=20  
=3D<BR>&gt;with=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
=3D3D<BR>&gt;&nbsp;=20  
=  
&gt;&gt;&gt;&=3D3D3D&lt;BR&gt;&gt;plu gins=3D3D3D20&lt;BR&gt;&gt;anymore.&lt;=  
t;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt;&gt; ;& am p;=3D3D <BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&lt;DIV&gt;&lt;FONT=3D3D20<BR >&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
  
face=3D3D3D3DArial size=3D3D3D3D2&gt;&lt;/FONT&gt; =3D3D<BR>&gt;&nbsp; =  
=  
&gt;&gt;&gt;&lt;/DIV&gt;&lt;BR&g t;&gt;&lt;DIV&gt;&lt;FONT=3D3D20 <BR>&gt;&=  
&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; face=3D3D3D3DArial size=3D3D3D3D2&gt;&I really want =  
that=20  
thing!!! \$50 =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;&=3D3D3D&lt;BR&gt;&gt;off =20  
too=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
with=3D3D3D20&lt;BR&gt;&gt;their=20  
Christmas=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
deal.&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR& am p;gt;&gt;&lt;DIV&gt;&lt;FONT=20  
=3D3D<BR>&gt;&nbsp; =

>>>face=3D3D3D3DArial=3D3D20<BR>>&nbsp;=20  
 >>>&nbsp; size=3D3D3D3D2>&lt;/FONT>>=20  
 &lt;/DIV>&lt;BR>&lt;DIV&am p>&lt;FONT =3D3D<BR>>&nbsp;=20  
 >>>face=3D3D3D3DArial=3D3D20<BR>>&nbsp; >>>&nbsp; =  
 =3D3D<BR>>&nbsp;=20  
 =  
 >>>size=3D3D3D3D2>&lt;Anyone?&lt; /FONT>&lt;/DIV>&lt;BR>&lt;=  
 &lt;DIV>&lt;FONT=3D3D<BR>>&nbsp;=20  
 >>>=3D3D20<BR>>&nbsp; >>>&nbsp;=20  
 size=3D3D3D3D2>&lt;BR>&lt;BR>&lt;I choose Polesoft Lockspam to =  
 fight=20  
 =3D3D<BR>>&nbsp; >>>spam,=3D3D20<BR>>&nbsp; =  
 >>>&nbsp;=20  
 =3D3D<BR>>&nbsp;=20  
 =  
 >>>=3D3D3D&lt;BR>&lt;and =3D3D3D20&lt;BR>&lt;you?&lt;BR>&lt;=  
 &lt;A=3D3D3D20&lt;BR>&lt;href=3D3D3D3D"&lt;A=3D3D20 <BR>>&nbsp;=20  
 >>>&nbsp; =3D3D<BR>>&nbsp;=20  
 =  
 =3D<BR>>>>href=3D3D3D'http://www.polesoft.com/refer.html"&gt;=  
 ;http://www.polesoft.com/=3D<BR>>>refer=3D3D<BR>>&nbsp;=20  
 =  
 =3D<BR>>>>'&gt;http://www.polesoft.com/refer.html"&gt;http://=  
 /www.polesoft.com/refer&lt;/A=3D<BR>>>=3D3D<BR>>&nbsp;=20  
 =  
 >>>>=3D3D3D&lt;BR>&lt;am p>&lt;.html&lt;/A&gt;=3D3D20 <BR>>&nbsp;=  
 =20  
 >>>&nbsp; =3D3D<BR>>&nbsp;=20  
 =  
 >>>&lt;/FONT>&lt;/DIV&am p>&lt;/BODY>&lt;/HTML>&lt;BR&am p>&lt;=  
 &lt;BR>&lt;BR>&lt; /3D3D <BR>>&nbsp;=20  
 >>>BLOCKQUOTE&lt;/BODY& gt;&lt;/HTML>&lt; <BR>>&nbsp;=20  
 >>><BR>>&nbsp; >>><BR>>&nbsp;=20  
 >>>=3D20<BR>>&nbsp; >><BR>>&nbsp;=20  
 >><BR>><BR>><BR>>&lt;!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =  
 4.0=20  
 Transitional//EN"&gt;<BR>>&lt;HTML>&lt;HEAD>< <BR>>&lt;META=20  
 http-equiv=3D3DContent-Type content=3D3D"text/html";=20  
 =3D<BR>>>charset=3D3Diso-8859-1"&gt;<BR>>&lt;META =  
 content=3D3D"MSHTML=20  
 6.00.2800.1400"=20  
 =  
 name=3D3DGENERATOR>><BR>>&lt;STYLE>&lt;/STYLE>> <BR>>&lt;/HEA=  
 D>><BR>>&lt;BODY=20  
 bgColor=3D3D#ffffff>><BR>>&lt;DIV>&lt;FONT face=3D3DArial =  
 size=3D3D2>>Hey=20  
 Rod,&lt;/FONT>&lt;/DIV>><BR>>&lt;DIV>&lt;FONT =

face=3D3DArial=20

size=3D3D2>What are settings to use in 3.3 wrapper<BR>=3D<BR>>so =  
l=20

---

---

Subject: Re: Crackling on disk Bounce

Posted by [Mike Audet](#) on Thu, 25 Oct 2007 10:48:04 GMT

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

---

TYLE>

> > >>> ></HEAD>

> > >>> ><BODY bgColor=3D3D3D3D#ffffff>

> > >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>I have to assume  
=

>it =3D

> >works =3D3D3D

> > >>> >and sounds=3D3D3D20

> > >>> >good. Anyone</FONT></DIV>

> > >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>tried it with =  
>Paris =3D

> >yet? I know

> > >> =3D3D

> > >>>=3D3D3D

> > >>> >Rod said=3D3D3D20

> > >>> >that</FONT></DIV>

> > >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>4.7 and up won't  
=

>render

> =3D

> >stereo

> > =3D3D

> > >>>with =3D3D3D

> > >>> >plugins=3D3D3D20

> > >>> >anymore.</FONT></DIV>

> > >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> </DIV>

> > >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>I really want =

>that =3D

> >thing!!! \$50

> > >> =3D3D

> > >>>=3D3D3D

> > >>> >off too with=3D3D3D20

> > >>> >their Christmas deal.</FONT></DIV>

> > >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> </DIV>

> > >>> ><DIV><FONT face=3D3D3D3DArial =

>size=3D3D3D3D2>Anyone?</FONT></DIV>

> > >>> ><DIV><FONT size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam

=

>to =3D

```

> >fight =3D3D
> > >>>spam, =3D3D3D
> > >>> >and=3D3D3D20
> > >>> >you?<BR><A=3D3D3D20
> > >>> =3D3D
> > =3D
> =
>>>>>>href=3D3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
>t.c=3D
> >om/re=3D3D
> > >>>fer=3D3D3D
> > >>> >.html</A> </FONT></DIV></BODY></HTML>
> > >>> >
> > >>> >
> > >>>
> > >>>
> > >>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> > >>><HTML><HEAD>
> > >>><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
>=3D3D
> > >>>charset=3D3D3Diso-8859-1">
> > >>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
>name=3D3D3DGENERATOR>
> > >>><STYLE></STYLE>
> > >>></HEAD>
> > >>><BODY bgColor=3D3D3D#ffffff>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I think I'll to a fresh
=
>clone
> =3D
> >before
> > =3D3D
> > >>>anything crazy=3D3D20
> > >>>happens!</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I might just try it to
=
>=3D3D
> > >>>see.</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> IV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Is it just you and me =
>with =3D
> >Paris and
> > a
> > >> =3D3D
> > >>>UAD these=3D3D20
> > >>>days?</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Sheesh it's gettin' =

```

```

>lonely =3D
> >around these
> > >> =3D3D
> > >>>
> > >>>parts.</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > >>><DIV> </DIV>
> > >>><BLOCKQUOTE=3D3D20
> > >>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:
=
>5px;
> =3D
> >=3D3D
> > >>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > >>> <DIV>"Rod Lincoln" <<A=3D3D20
> > >>> =3D3D
> > =3D
> =
>>>>>href=3D3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.c=
>om<=3D
> >/A>&g=3D3D
> > >>>t;=3D3D20
> > >>> wrote in message <A=3D3D20
> > >>> =3D
> =
>>href=3D3D3D"news:47619bf0$1@linux">news:47619bf0$1@linux</A>...</DIV><BR=
>>I
> > >> =3D3D
> > >>>havn't=3D3D20
> > >>> tried the demo yet. For some reason the timed demo's don't =
>work =3D
> >=3D3D
> > >>>on<BR>my=3D3D20
> > >>> system. I just buy it...except last time I got burned by the =
>=3D
> >no=3D3D20
> > >>> render<BR>bug...so I don't know what I'll do this =3D
> >time.<BR>Rod<BR>"Tom
> > >> =3D3D
> > >>>Bruhl"=3D3D20
> > >>> <<A =3D
> >href=3D3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =
>=3D3D
> > >>>
> > >>> wrote:<BR>><BR>><BR>>I have to assume it works and sounds =
>=3D3D
> > >>>good. =3D3D20

```

> > >>> Anyone<BR>>tried it with Paris yet? I know Rod said =3D3D  
> > >>>that<BR>>4.7=3D3D20  
> &

---