
Subject: OT - Presonus

Posted by [EK Sound](#) on Mon, 15 Oct 2007 22:12:33 GMT

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t;<FONT face=3D3D3DArial=3D20

> size=3D3D3D2>in the waveform or are they to low in =

=3D3D
>level?=3D20

> =3D3D20
></DIV>
&g

Subject: Re: OT - Presonus

Posted by [Nil](#) on Tue, 16 Oct 2007 00:56:14 GMT

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e. I had been using</DIV>

<DIV>the Helios rev (4.4?) with no =
mixdown=20

crackles. I hope to get back at it shortly too.</DIV>

<DIV> </DIV>

<DIV>Aren't there buffer settings you =
can adjust in=20

the UAD to address this?</DIV>

<DIV>Might give that a try.</DIV>

<DIV>Good luck,</DIV>

<DIV>Tom</DI

Subject: Re: OT - Presonus

Posted by [John \[1\]](#) on Tue, 16 Oct 2007 11:37:20 GMT

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t; thought I had it =

narrowed
down=20

to the UAD plugs. I re-ghosted =3D
>=3D3D
> >to=20

a=3D3D20
> > sys version that had an =

earlier
UAD=20

install (can't remember the
=3D&

Subject: Re: OT - Presonus

Posted by [EK Sound](#) on Tue, 16 Oct 2007 15:57:33 GMT

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0

> (advice from =

Aaron)
>rendering
& amp;gt;>some of=20

the tracks to =3D3D
> >16 bit.=3D3D20
> =

> l=20

rendered all the drums (15 tracks) =
and

>>>other=20
tracks =3D3D
> >to 16=3D3D20
> > =
bit, leaving=20
10 tracks at 24 bit...Crackles came back
>>when=20
=3D3D
> >bouncing=3D3D20
> > the =
entire mix.=20
That's where I'm at. I can always do=3D3D20
> > =20
the
spdif
>> bounce method...it's a real hassle =
because=20

Subject: Re: OT - Presonus
Posted by [EK Sound](#) on Tue, 16 Oct 2007 16:10:06 GMT
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of =3D3D
>>the way=3D3D20
>>my =
moitoring=20
and
work
>>f low is, but it's doable, and=20
=3D3D
>>seems to=3D3D20
>>work, =
but I'd=20
like to get this thing
>>figured out. =
=3D3D
>=20
>
>>I've=3D3D20
>>had it for =
today.=20
Going to crash.
>>Rod
>>"Rod =
=3D3D
>=20
>Lincoln"=3D3D20
>>=
<<A=3D3D20
>>=20
> =3D3D
>>=3D
>>href=3D3D3D"<A=20
=
href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com'>ma=
ilto:

Subject: Re: OT - Presonus
Posted by [DJ](#) on Tue, 16 Oct 2007 16:15:22 GMT
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get it, =
for a=20
while. I'm going to try a bounce =3D3D
 to=20
disk=3D3D20
 and see if=20
the
 crackles return.
 The way =

=3D3D
> >my=3D3D20
> > > system is =
set up,=20
because of space limitations, and the=3D3D20
> > > =20
fact
>>that
 >>>I have to have my =
drums=20
basically =3D3D
> >in the=3D3D20
> > =
> > mix=20
position (facing the =
other
>>way)
 >>>makes it=20
=3D3D
> >A=3D3D20
> > > FREAKIN PITA =
to crawl=20
behind the gear and unplug the=3D3D20
> > > =20
spdif
cable
>&g t;>going to the DAC-1 and =
re-patch a=20
cable =3D3D
> >loop. I=3D3D20
> > > =
accidentally=20
unplugged something
>>>while doing it, and had=20
=3D3D
> >to rip=3D3D20
> > > abouat =
half the=20
system out to find=3D3D

Subject: Re: OT - Presonus

Posted by [EK Sound](#) on Tue, 16 Oct 2007 17:37:18 GMT

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=3D#800000 size=3D2>How about one

>=

>>track with=20

>>the UAD plugs</DIV>

>><DIV>that has a =

>>few rough spots=20

>>that are amplified</DIV>

>><DIV>by the plugin

>=

>>

>>set?</DIV>

>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =

>><DIV>Mute one =

>>track at a time to=20

>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =

>>size=3D2>???</DIV>

>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =

>>size=3D2>Tom</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&g=
>>t;=20
>> wrote in message <A=20
>> href=3D"news:472f2455\$1@linux">news:472f2455\$1@linux...</DIV>
I
>=
>>agree=20
>> with you, except that when I play back an old project that =
>>didn't
have the=20
>> problem

Subject: Re: OT - Presonus
Posted by [John \[1\]](#) on Tue, 16 Oct 2007 19:12:25 GMT
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>>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&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

>> That's where I'm at. I can always do =3D
>th

Subject: Re: OT - Presonus

Posted by [EK Sound](#) on Tue, 16 Oct 2007 19:51:28 GMT

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gt;>
>This =

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

>>shows=20

>>is the=20

>> crackling then centered?

Everything Panned =

>>=3D
>Ctr=20

>>removing ALL=20

>>dry/clean=20

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

>>=3D
>would=20

>>inserted=20

>>No FX=20

>> (Auxes, both internal and external) =

>> Crackles

Bounce with no plugs...this does produce a =

>>crackle=20

>>first time it=20

>>thought I had it=20

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

>>install (can't=20

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

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

>>the UAD=20

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

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

>>to bounces. I=20
>> actually did 2
bounces of =3D
>every =
>>mix=3D20
