
Subject: 8 out card

Posted by [Frazer Horton](#) on Thu, 18 Oct 2007 17:22:56 GMT

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try & narrow it down by
> >process of=3D20

>>>> elimination.
&

Subject: Re: 8 out card

Posted by [Kerr Mathieson](#) on Fri, 19 Oct 2007 13:23:16 GMT

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>power supply. =

Not in=20

that order. Start with the cheapest fixes=20

=3D
&.&.&.&first.
&.&.&.&. &.&Maybe you =

were right=20

way back with the bad UAD assumption?
&.&.&.&. =20

&.
&.&.&.&. &.&Still kickin' Paris=20

around,
&.&.&.&. &.&Tom
&.&.&.&. =20

&.

Subject: Re: 8 out card

Posted by [Kerr Mathieson](#) on Fri, 19 Oct 2007 13:24:11 GMT

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&.&.&.&. =

&. =20

random.) There were maybe 1 or 2 crackles per song on a couple=20

=3D
&.&.&.&.&songs,
&.&.&.&. =20

=3D3D
&.&.&.&. &.&and
&.&.&.&. =

&. no=20

crackles on the other 3 (that I've done so far). I'm=20

=

wondering
&.&.=3D
&.&.&.&.&now
&.&.&.&. =

=20

=3D3D
&.&.&.&. &.&if
&.&.&.&. =

&. it=20

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

=

tear
&.&.&.=3D
&.&.&.&.&on
&.&.
