
Subject: Getting ready to see Les Paul
Posted by [Tom Bruhl](#) on Fri, 19 Oct 2007 04:42:32 GMT
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```
t; =3D
=
>>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com=
/refer=3D
=
>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</=
A=3D
>>>>=3D3D<BR>>.html</A>=3D20
>>>> =3D
>>>></FONT></DIV></BODY></HTML><BR>><BR>><BR></=3D
>>>>BLOCKQUOTE></BODY></HTML>
>>>>
>>>>
>>>
>>
>
>
```

-----=_NextPart_000_0065_01C81FD2.00AB03E0

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>
<DIV><FONT face=3DArial size=3D2>Rod,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>If SPDIF is always a clean bounce then =
I suspect=20
hardware for sure.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I'd say ribbon connectors between the =
cards or=20
points on the EDS card.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Maybe a bad EDS card.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
```

BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Neil" <OIU@OIU.com> =
wrote in=20
message <A=20
=
href=3D"news:472f5dde\$1@linux">news:472f5dde\$1@linux...</DIV>
You =
know,=20
the only other thing I can think of is that it's an
input overload =
problem=20
with one of your UAD plugins. Consider
trying this: Get a simple =
VST gain=20
plugin like this one:

<A=20
=
href=3D"http://www.gvst.co.uk/dl070421/GGain-GJ.zip">http://www.gvst.co.u=
k/dl070421/GGain-GJ.zip

Insert=20
it BEFORE every UAD plugin you're using, dropping the
gain by let's =
say=20
5db, then on the UAD plug's output, make up
the 5db=20
difference.

Neil

"Rod Lincoln" <<A=20
=
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
t;=20
wrote:
>
>Yeah, I did that when this initially started, a =
couple=20
weeks ago.
>
>"Neil" <<A=20
href=3D"mailto:OIU@IOU.com">OIU@IOU.com>=20
wrote:
>>
>>And you've already done the usual stuff =
like=20
removing your EDS
>>cards, cleaning off the contacts & =
re-seating=20
them,=20
=
etc?
>>
>>Neil
>>
>>
>>
&=&
gt;>"Rod=20
Lincoln" <<A=20
=
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
t;=20
wrote:
>>>
>>>Tom, I've already done that. =
It's not=20
that. It's definiatly something
that
>>>only shows up =
on the=20
bounced to disk file. Also it's totally random=20
and
>>not
>>>at all related to any single audio =
event.=20

>>>Rod
>>> "Tom Bruhl" <<A=20
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
wrote:
>>>>
>>>>
>>>>Okay =

Rod,
>>>How about one track with the UAD=20
plugs
>>>that has a few rough spots that are=20
amplified
>>>by the plugin=20
set?
>>>
>>>Mute one track at a time =
to find=20
it. PITA for=20
=
sure.
>>>???
>>>Tom
>>>&n=20
bsp;=20
"Rod Lincoln" <<A=20
=
href=3D"mailto:rlincoln@nospam.kc.rr.com">

Subject: Re: Getting ready to see Les Paul
Posted by [TCB](#) on Fri, 19 Oct 2007 13:30:07 GMT
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;
>>> > "Rod Lincoln" <<A=20
=
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=20
t;=20
wrote in message =3D3D
>>> =20
>news:472e82a3\$1@linux...
>>> =20
>
>>> > Neil, thanks for your =
response. see=20
my answers interleaved below
>>> > =20
Rod
>>> > "Neil" <<A=20
href=3D"mailto:OIU@I.com">OIU@I.com> =
wrote:
>>> =20
> >
>>> > >This is =
weird... have=20
you tried any of the following:
>>> > =20
>
>>> > >1.) pan everything to =
center,=20
and then see if it still shows up
>>> > =
>on=20
the left channel? or is the crackling then =
centered?
>>> =20
>
>>> > Everything Panned Ctr still=20
Crackles
>>> > =
>
>>> =20
> >2.) removing ALL plugins & EFX, and bouncing =
dry/clean=20
like
>>> > >that, with everything =
panned as=20
you normally would for this
>>> > =

>mix? This=20
includes anything inserted across the =
2-buss.
>>> =20
>
>>> > Bounce with No FX (Auxes, =
both=20
internal and external) still=20
=3D
>>>&Crackles
>>> =20
>
>>> > Bounce with no plugs...this =
does=20
produce a crackle free=20
=
bounce.
I
>>=3D
>>>=3D3D
>>> = =20
>>tried this
>>> > the first time it =
happened=20
a couple weeks ago, and thought I=20
had
>it
>>>=3D
>>>&=20
=3D3D
>>> >narrowed
>>> =
> down to the UAD plugs. I re-ghosted to a sys version that =
had=20
an
>=3D
>>>=3D3D
>>> =20
>earlier
>>> > UAD install (can't =
remember=20
the number, it had the Helios, but=20
=
not
>>=3D
>>>&the
>>> =20
=3D3D
>>> >Neve
>>> =
> =20
88)and the crackles went away, so I thought it was a software=20
rev
>=3D
>>>&that
>>> =20
=3D3D
>>> >Paris
>>> =
> =20
didn't like, but just to be sure I reloaded the new version of=20
=
the
>>=3D
>>>&UAD
>>> =20
=3D3D
>>> >software
>>> =
> (the one with the Neve 88) and it still didn't =
crackle. At=20
that
>=3D
>>>&point
>>> =20
=3D3D
>>> >I
>>> =
> =20
thought it might be something else altogether and since I am=20
=
in
the
>>>=3D
>>>&=3D3D
>>>&=20
 =20
>middle
>>> > of a mixing project =

that I'm
using the Neve 88 plug on a lot
=
(love
>>>3D
>>>3D3D
>>> =
p;=
>what it
>>> > does) I just went for =
it,=
listening closely to bounces. I=
=
actually
>>3D
>>>did
>>> =
sp;=
=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
>
