
Subject: OT Cubase computer probs ... No?

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

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

gt; =3D

>>> >on the=3D20

>>> > left channel on both sets of speakers.
>
>6.) What happens

=

>>>=3D

>>> >when=3D20

>>> > you open up an older project that you
>DIDN'T have this problem

>>=

>>>=3D

>>> >on...?=3D20

>>> > If you do a bounce with that,
>does it sound as it did before,

>=

>>>=3D

>>> >or does=3D20

>>> > it now have the
>crackles in it?

Not nearly as bad...No

>=

>>>=3D

>>> >study=3D20

>>> > diet of rice crispies, but there were a couple
of crackles =

>>>(random,

>>> =3D

>>> >I=3D20

>>> > bounced twice and listend to both mixes out of phase,
set =

>>>markers =3D

>>> >at the=3D20

>>> > crackles, and verified by listening one at a time) This
also =

>>>leads

>>> =3D

>>> >me to=3D20

>>> > believe it's some sort of ppj corruption brought on by the
UAD

>=

>>>=3D

>>> >stuff, only=3D20

>>> > it happens over time, but I haven't been able to verify=3D20

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

>>> >your left=3D20

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

>>>no=3D20

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

it

>>=

>>>=3D

>>> >happen in=3D20

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

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

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

will =3D
>>> >Do
>&I
