
Subject: AAADD

Posted by [excelav](#) on Wed, 17 Oct 2007 03:16:29 GMT

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>>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
>=3D
> >
> > came
=3D3D
>back
> >>when bouncing the entire =3D
> >mix.=3D20
> > That's where I'm at. I can always do =3D3D
>the
> =3D20
> > spdif
> >>bounce method...it's a real hassle because =3D
> >of the=3D20
> > way my moitoring =3D3D
>and
> work
> =3D
> >>>flow=3D20
> > is, but it's doable, and seems to work, but I'd like to get =3D
> >=3D3D
>this=3D20
> > thing
> >>figured out.=3D3D20
> =3D
> >>>I've had it=3D20
> > for today. Going to crash.
> >>Rod
> =3D20
> > >>"Rod Lincoln" <<A=3D20
> > =3D
> =
>>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
>/A>=3D
> >>=3D20
> > wrote:
> >>>
> >>>Well, I =3D
> >THOUGHT I=3D20
> > had my "bounce to disk" crackles whipped, but =3D3D
>they =3D
> >came
> =3D20
> > >>>back. This time I re-patched and did a spdif bounce and =3D
> >that=3D20
> > seemed
=3D3D
>to
> >cure
> =3D
> >>>>it. I=3D20
> > havn't tried it yet with bounce to disk to verify that the=3D20
> > =3D3D
>crackling
> >>>comes back, but I bet =3D
> >it will. I=3D20
> > wonder what could be causing this?
=3D3D
>The
> =3D20
> > >>last
> >>>time I did a fresh install of =3D
> >my system=3D20
> > (via ghost) and it seemed =3D3D
>to get
> =3D
> >>>>rid of it,=3D20
> > for a while. I'm going to try a bounce to disk and see =
>=3D3D
>if=3D20
> > the
> >>>crackles return.
> =3D
> >>>>The=3D20
> > way my system is set up, because of space limitations, and=3D20
> > the
=3D3D
>fact
> >>that
> =3D
> >>>>I=3D20

> > have to have my drums basically in the mix position (facing =
>the=3D20
> > =3D3D
>other
> >>way)
> =3D
> >>>>makes it A=3D20
> > FREAKIN PITA to crawl behind the gear and unplug the=3D20
> > =3D3D
>spdif
> cable
> >>>going =3D
> >to the=3D20
> > DAC-1 and re-patch a cable loop. I accidently =
>=3D3D
>unplugged=3D20
> > something
> >>>while doing it, and had to rip =3D
> >about half=3D20
> > the system
