
Subject: OT Cubase computer probs ... No?

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

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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
>&l

Subject: Re: OT Cubase computer probs ... No?
Posted by [Neil](#) on Thu, 18 Oct 2007 00:38:33 GMT
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t;
>Neil
>
>
>"Rod=3D20
>>> > Lincoln" <<A=3D20
>>> > =3D
>>> =
>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>>>&g=3D
>>> >t;=3D20
>>> > wrote:
>>
>>OK..I got everything hooked backk up and =3D
>>> >sure=3D20
>>> > enough, the crackle is back
>>on bounce to disk...in the left
=
>>>=3D
>>> >channel=3D20
>>> > only, same as always. I tried panning
>>everything oppisite, =3D
>>> >crackle,=3D20
>>> > tried lowering levels, crackle.
>>When I took all the tracks =3D
>>> >off the=3D20
>>> > submixes except for the drums on submix
>>1, there were NO =3D
>>> >crackles.=3D20
>>> > There were also NO crackles when bouncing audio
>>from any =3D
>>> >submix by=3D20
>>> > itself.
>>This is a 24 bit mix with 24 bit tracks, so I =3D
>>> >tried=3D20
>>> > (advice from Aaron)
>rendering
>>some of the tracks to =3D
>>> >16 bit.=3D20

```

>>> > I rendered all the drums (15 tracks) and<BR>5<BR>>>other tracks =3D
>>> >to 16=3D20
>>> > bit, leaving 10 tracks at 24 bit...Crackles came back<BR>>>when =3D
>>> >bouncing=3D20
>>> > the entire mix. That's where I'm at. I can always do=3D20
>>> > the<BR>spdif<BR>>>bounce method...it's a real hassle because of =3D
>>> >the way=3D20
>>> > my moitoring and<BR>work<BR>>>flow is, but it's doable, and =3D
>>> >seems to=3D20
>>> > work, but I'd like to get this thing<BR>>>figured out. =3D
>>> ><BR>>>I've=3D20
>>> > had it for today. Going to crash.<BR>>>Rod<BR>>>"Rod =3D
>>> >Lincoln"=3D20
>>> > <<A=3D20
>>> > =3D
>>> =
>>>>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
>>>/A>=3D
>>> >>=3D20
>>> > wrote:<BR>>>><BR>>>>Well, I THOUGHT I had my "bounce =3D
&gt

```

Subject: Re: OT Cubase computer probs ... No?
 Posted by [Tom Bruhl](#) on Thu, 18 Oct 2007 02:30:44 GMT
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```

gt;> >
>>>
>>>
>>><!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>Okay Rod,</FONT></DIV>
>>><DIV>
>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>How about one
>>=
>>>track with=20
>>>the UAD plugs</FONT></DIV>
>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>that has a
=
>>>few rough spots=20
>>>that are amplified</FONT></DIV>

```

```

>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>by the plugin
>>=
>>>
>>>set?</FONT></DIV>
>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =

>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>Mute one =
>>>track at a time to=20

>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>size=3D2>???</FONT></DIV>
>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>size=3D2>Tom</FONT></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</A>&g=
>>>t;=20
>>> wrote in message <A=20
>>> href=3D"news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I
>>>=
>>>agree=20
>>> with you, except that when I play back an old project that =
>>>didn't<BR>have the=20
>>> problem, it doesn't crackl, even with more tracks and the same =
>>>plugs<BR>as the=20
>>> ppj's that crackle. <BR>Rod<BR>"Tom Bruhl" <<A=20
>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>=>20
>>> wrote:<BR>><BR>><BR>>Hey Rod,<BR>>Do the crackles repeat=20

>>>not, I'd=20

>>>they to=20
>>> low in level? =3D20<BR>><BR>>If you suspect hardware I'd think =
>>>CPU, fan=20

>>>Start=20
>>> with the cheapest fixes first.<BR>>Maybe you were right way back =
>>>with the=20
>>> bad UAD assumption?<BR>><BR>>Still kickin' Paris=20

>>> =
>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>>t;=20
>>> wrote in message =

```

>>> thanks for your response. see my answers interleaved =

>>>href=3D"mailto:OIU@l.com">OIU@l.com>=20

>>>tried=20

>>>everything=20

>>>left=20

>>>Everything=20

>>>removing=20

>>>>that,=20

>>>>mix?=20

>>> This includes anything inserted across the =

>>> Bounce with No FX (Auxes, both internal and external) still=20

>>>produce a=20

>>>time it=20

>>>to a sys=20

>>>(can't remember=20

>>> the number, it had the Helios, but not =

>>> 88)and the crackles went away, so I thought it was a software rev=20

>>>sure I=20

>>> reloaded the new version of the =

>>>

>>>mixing=20

>>> project that I'm using the Neve 88 plug on a lot (love =3D
>what

=

>>>

>>>bounces. I=20

>>>listened=20

>>>with each=20
>>> other, to hear the difference, since the crackles appeared =
>>>=3D
>to=20

>>>a=20

>>>3 (that=20

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

>>>re-load=20

>>>what=20

>>>even=20

>>>no=20
>>> crackles. That's wierd. Also the crackles =

>>>>3.)=20
>>> can you determine where the crackle rears it's ugly =

>>> >IOW, is it constant, more or less, or is it intermittent? =

>>> >it's intermittent, does it seem to coincide with any=20

>>>it be a=20

>>>track, which=20

>>>(confounded)=20

>>>associated with a=20

>>>like a bowl=20

>>>mute/disconnect the=20

>>>crackle-infested=20

>>>apply to=20

>>>>5.)=20

>>> >burned a CD of the bounced tracks & played it back on a=20

>>>possible=20

>>>something in=20

>>>regular=20

>>>CD of=20

>>>after he=20

>>>an audio=20

>>> CD)so I would say it happens on all systems...but I =3D

Subject: Re: OT Cubase computer probs ... No?
Posted by [DJ](#) on Thu, 18 Oct 2007 03:48:24 GMT
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Lockspam to fight spam, and=20

>>>

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
>>> Transitional//EN">
<HTML><HEAD>
<META=20
>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>>> =3D

 charset=3D3Diso-8859-1">
<META =
>>>content=3D3D"MSHTML=20
>>> 6.00.2800.1400"=20
>>> =
>>>name=3D3DGENERATOR>
<STYLE></STYLE>
</HEA=
>>>D>
<BODY=20
>>> bgColor=3D3D#ffffff>
<DIV><FONT face=3D3DArial =
>>>size=3D3D2>Hey=20
>>> Rod,</DIV>
<DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2>Do the crackles repeat themselves in =3D
>exactly=20
>>> the=3D20
>same =
>>>places</DIV>
<DIV><FONT=20
>>> face=3D3DArial size=3D3D2>on play back? If not, I'd look at=20
>>> =3D
>
>hardware. Do they show=20
>>> up</DIV>
<DIV><FONT face=3D3DArial=20
>>> size=3D3D2>in the waveform or are they to low in =3D
>level?=20
>>> =3D20
></DIV>
<DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2> </DIV>
><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2>If you suspect hardware I'd think=20

```

>>> CPU,<BR>=3D<BR>></FONT><FONT=3D20<BR>>face=3D3DArial =
>>>size=3D3D2>fan=20
>>> (make it cold!) or</FONT></DIV><BR>><DIV><FONT =
>>>
>>> face=3D3DArial size=3D3D2>power supply. Not in that =
>>>=3D<BR>>order.=20
>>> Start=3D20<BR>>with </FONT><FONT face=3D3DArial =
>>>size=3D3D2>the=20
>>> cheapest fixes=20
>>> =3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2>Maybe you were right way back with=20
>>> the<BR>=3D<BR>>bad=20
>>> =
>>>UAD=3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=
>>>t;FONT=20
>>> face=3D3DArial size=3D3D2></FONT> =
>>></DIV><BR>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2>Still kickin' Paris=20
>>> =3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =
>>>
>>> face=3D3DArial=20
>>> size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2></FONT>=20
>>> =
>>></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =
>>>0px;=20
>>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 =
>>>2px solid;=20

>>> =
>>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>>>mp;g">mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

>>> =
>>>href=3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>Neil=
>>>'>news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV>=

>>> thanks for your response. see my answers interleaved=20

>>><<A=20
>>> href=3D3D"<A=20
>>> =
>>>href=3D'mailto:OIU@I.com">OIU@I.com</A>'mailto:OIU@I.com">OIU@I.com<=
>>>;/A</A>>>=20
>>> =3D<BR>>wrote:<BR>><BR>>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 =

>>> listened back to both at the same time, out of phase
with=20

>>>since the=20

>>> crackles appeared to =

>>> were maybe 1 or 2 crackles per song on a couple songs, and
no =
>>>

>>>so far). I'm=20

>>> wondering now if
it is a =3D
>UAD =

>>> that only shows up after some wear and tear on the
sys.=20

>>>

>>>
UAD software (Neve 88 ver) tommorrow =3D
>and=20

>>>I did a=20

>>>it
is=20

>>> tonight, there are no crackles. That's wierd.=20

>>>till=20

>>> listening to the bounced=20

>>>you=20

>>> determine where the crackle rears it's ugly head?
>IOW,=20

>>>intermittent?=20

>>>it seem to=20

>>> coincide with any particular
>instrument or =

>>>=3D
>track?=20

>>>particular
>plugin on=20

>>>occurs=20

>>> though
>most of the song, but not on =

>>> (confounded) bridge?

totally random...not in anyway =
>>>

>>>instrument.=20

>>> crispies.
>
>4.) mute/disconnect the right =

>>>channel=20

>>> crackle-infested bounce to see if there's any =3D
>pattern=20

>>> above?

none
>
>5.) Is=20

>>>IOW, have=20

>>>bounced tracks=20

>>> & played it back on a home
>stereo, in your =

>>>=3D
>car,=20

>>>that
>for some=20

>>>something in=20

>>> your
>monitoring setup that isn't showing up=20

>>>but
>might be=20

>>> showing up on a rendered =

>>> came to my attention after I burned a CD of test mixes for=20

>>>after he got=20

>>> home and listened on his system =3D
>(this
was=20

>>>systems...but I=20

>>>does happen=20

>>>The 824's=20

>>> are hooked
up thru the spdif out of =3D
>the =

>>> to a DAC-1 to a PVC passive volume control.
The NS 10's are=20

>>>the Mec into=20

>>> a GFA power
amp. Crackles exist
=3D
>on =

>>> left channel on both sets of speakers.
>
>6.) =

>>>What=20

>>>project that=20

>>> you
>DIDN'T have this problem =

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

>>>before,=20

>>>the
>crackles in=20

>>> it?

Not nearly as b

Subject: Re: OT Cubase computer probs ... No?

the drums on=20
>>> submix
>>1, there were NO =

>>> There were also NO crackles when bouncing audio
>>from =
>>>any=20

>>>is a 24 bit=20

>>>(advice from=20
>>> Aaron)
>>rendering
>>some of the tracks to=20

>>>tracks)=20
>>> and
5
>>other tracks =3D
>>to =

>>> bit, leaving 10 tracks at 24 bit...Crackles came =
>>>back
>>when=20

>>>I'm at. I can=20

>>>the
spdif
>>bounce=20
>>> method...it's a real hassle because of =3D
>>the =

>>> moitoring and
work
>>flow is, but it's doable, =
>>>and=20

>>> thing
>>figured out.=20

>>>Going to=20
>>> crash.
>>Rod
>>"Rod=20

>>> =3D
>>href=3D3D"<A=20
>>> =
>>>href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=
>>>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=

>>> wrote:
>>>
>>>Well, I THOUGHT I =
>>>had my=20

>>>they=20

>>>re-patched=20

>>> to
>>cure
>>>it. I havn't tried it yet =
>>>with=20

>>> crackling
>>>comes back, but I bet it =

>>>=3D
>will.=20

>>> =3D
>The
>>last
>>>time=20

>>>it seemed=20

>>>I'm going=20

>>> the
>>>crackles return.
>>>The way =
>>>

>>>limitations,=20

>>>fact
>>>that
>>>I=20

>>>mix position=20

>>> (facing the other
>>>way)
>>>makes it=20

>>>and unplug=20

>>>to the=20

>>>accidently=20

>>> unplugged something
>>>while doing it, and had =
>>>=3D
>to=20

>>> =
>>>=3D
>it.
ERRRRRRRRRRRRRRRRRRRR!
>>>Rod
=
>>>>>
>
</BLO=3D
>CKQUOTE>
>=
>>>;<DIV><FONT=20
>>> size=3D3D2>

I choose Polesoft Lockspam to fight =
>>>spam,=20

>>> =
>>>=3D
>and=3D20
>you?
<A=3D20
>href=3D3D "<A=20
>>> =
>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>=3D
>.html=20

>>> =
>>></DIV></BODY></HTML>
>
>
></=
>>>BLOCKQUOTE></BODY></HTML>
>>>
>>>
>>
>You know, the only other thing I can t

Subject: Re: OT -- back to the past

Posted by [steve the artguy](#) on Thu, 18 Oct 2007 05:43:36 GMT

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t;> > >most of the song, but not on the (confounded) bridge?
>>>> >
>>>> > totally random...not in anyway associated with a particular =3D
>>>> >instrument. Fairly
>>>> > study though, like a bowl of rice crispies.
>>>> > >
>>>> > >4.) mute/disconnect the right channel when listening back to
>>>> > >the crackle-infested bounce to see if there's any pattern =
>>>>that=3D20
>>>> > >might apply to (3) above?
>>>> >
>>>> > none
>>>> > >
>>>> > >5.) Is the crackle happening on ALL systems? IOW, have you
>>>> > >burned a CD of the bounced tracks & played it back on a home
>>>> > >stereo, in your car, on headphones, etc? Is it possible that
>>>> > >for some odd reason the crackle is due to something in your
>>>> > >monitoring setup that isn't showing up on regular playback, but
>>>> > >might be showing up on a rendered file?
>>>> > This first came to my attention after I burned a CD of test mixes
>>=
>>>>for
>>>> =3D
>>>> >the
>>>> > client and he called me after he got home and listened on his =
>>>>system =3D
>>>> >(this
>>>> > was an audio CD)so I would say it happens on all systems...but I
>=
>>>>=3D
>>>> >havn't burnt
>>>> > another CD yet.
>>>> > It does happen on my NS 10's as well as my Mackie 824's. The 824's
>>=
>>>>=3D
>>>> >are hooked
>>>> > up thru the spdif out of the mec to a DAC-1 to a PVC passive volume
>>=
>>>>=3D
>>>> >control.
>>>> > The NS 10's are hooked up thru 2 analogue outs from the Mec into
>a
>>=
>>>>GFA
>>>> =3D

>>>> >power
 >>>> > amp. Crackles exist on the left channel on both sets of speakers.
 >>>> > >
 >>>> > >6.) What happens when you open up an older project that you
 >>>> > >DIDN'T have this problem on...? If you do a bounce with that,
 >>>> > >does it sound as it did before, or does it now have the
 >>>> > >crackles in it?
 >>>> >
 >>>> > Not nearly as bad...No study diet of rice crispies, but there were
 >>>=
 >>>>a =3D
 >>>> >couple
 >>>> > of crackles (random, I bounced twice and listened to both mixes out
 >>>=
 >>>>of
 >>>> =3D
 >>>> >phase,
 >>>> > set markers at the crackles, and verified by listening one at a
 =
 >>>>time)
 >>>> =3D
 >>>> >This
 >>>> > also leads me to believe it's some sort of ppj corruption brought
 >>=
 >>>>on =3D
 >>>> >by the
 >>>> > UAD stuff, only it happens over time, but I haven't been able to
 >=
 >>>>=3D
 >>>> >verify this
 >>>> > yet.
 >>>> > >
 >>>> > >7.) Have you tried physically swapping your left speaker with
 >>>> > >your right speaker?
 >>>> > swapping speakers make no difference, swapping the cables leading
 >>=
 >>>>to =3D
 >>>> >the
 >>>> > speakers makes it happen in the right speaker.
 >>>> > >
 >>>> > >Just trying to think of things to try & narrow it down by
 >>>> > >process of elimination.
 >>>> >
 >>>> > I appreciate your thought process. If this makes a light go off
 for
 >>>=
 >>>>=3D
 >>>> >you,

>>>> > please let me know.
 >>>> > >
 >>>> > >Can you e-mail me an mp3 file of any song or songs that it's
 >>>> > >doing this on? If so, send it to: neil DOT henderson AT
 >>>> > >sbcglobal DOT net I'd be curious as to what it sounds like.
 >>>> >
 >>>> > will Do
 >>>> > >
 >>>> > >Neil
 >>>> > >
 >>>> > >
 >>>> > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
 >>>> > >>
 >>>> > >>OK..I got everything hooked backk up and sure enough, the crackle
 >>>=
 >>>>is
 >>>> =3D
 >>>> >back
 >>>> > >>on bounce to disk...in the left channel only, same as always.
 I
 >>=
 >>>>=3D
 >>>> >tried panning
 >>>> > >>everything oppisite, crackle, tried lowering levels, crackle.
 >>>> > >>When I took all the tracks off the submixes except for the drums
 >>>=
 >>>>on
 >>>> =3D
 >>>> >submix
 >>>> > >>1, there were NO crackles. There were also NO crackles when =
 >>>>bouncing
 >>>> =3D
 >>>> >audio
 >>>> > >>from any submix by itself.=3D20
 >>>> > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice from
 >>>=
 >>>>=3D
 >>>> >Aaron)
 >>>> > >rendering
 >>>> > >>some of the tracks to 16 bit. I rendered all the drums (15 =
 >>>>tracks) =3D
 >>>> >and
 >>>> > 5
 >>>> > >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles
 >=
 >>>>came
 >>>> =3D
 >>>> >back

>>>> > >>when bouncing the entire mix. That's where I'm at. I can always
>>=
>>>>do =3D
>>>> >the
>>>> > spdif
>>>> > >>bounce method...it's a real hassle because of the way my =
>>>>moitoring =3D
>>>> >and
>>>> > work
>>>> > >>flow is, but it's doable, and seems to work, but I'd like to get
>>=
>>>>=3D
>>>> >this thing
>>>> > >>figured out.=3D20
>>>> > >>I've had it for today. Going to crash.
>>>> > >>Rod
>>>> > >>"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:
>>>> > >>
>>>> > >>>Well, I THOUGHT I had my "bounce to d

Subject: Re: OT Cubase computer probs ... No?
Posted by [Nei](#) on Thu, 18 Oct 2007 06:23:18 GMT
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isk" crackles whipped, but
>>>=
>>>>=3D
>>>> >they came
>>>> > >>>back. This time I re-patched and did a spdif bounce and that
=
>>>>seemed
>>>> =3D
>>>> >to
>>>> > >cure
>>>> > >>>it. I havn't tried it yet with bounce to disk to verify that
the
>>>=
>>>>=3D
>>>> >crackling
>>>> > >>>comes back, but I bet it will. I wonder what could be causing
>=
>>>>this?
>>>> =3D
>>>> >The
>>>> > >>last
>>>> > >>>time I did a fresh install of my system (via ghost) and it =
>>>>seemed =3D

```

>>>> >to get
>>>> > >>>rid of it, for a while. I'm going to try a bounce to disk and
>=
>>>>see =3D
>>>> >if the
>>>> > >>>crackles return.
>>>> > >>>The way my system is set up, because of space limitations, and
>>=
>>>>the
>>>> =3D
>>>> >fact
>>>> > >>that
>>>> > >>>I have to have my drums basically in the mix position (facing
>=
>>>>the =3D
>>>> >other
>>>> > >>way)
>>>> > >>>makes it A FREAKIN PITA to crawl behind the gear and unplug the
>>>=
>>>>=3D
>>>> >spdif
>>>> > cable
>>>> > >>>going to the DAC-1 and re-patch a cable loop. I accidently =3D
>>>> >unplugged something
>>>> > >>>while doing it, and had to rip about half the system out to
=
>>>>find =3D
>>>> >it.
>>>> > ERRRRRRRRRRRRRRRRRRRR!
>>>> > >>>Rod
>>>> > >>
>>>> > >
>>>> >
>>>> >
>>>> >
>>>> >I choose Polesoft Lockspam to fight spam, and you?
>>>> >http://www.polesoft.com/refer.html =20
>>>> >
>>>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>> ><HTML><HEAD>
>>>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>>>> >charset=3D3Diso-8859-1">
>>>> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>>> ><STYLE></STYLE>
>>>> ></HEAD>
>>>> ><BODY bgColor=3D3D#ffffff>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Hey Rod,</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Do the crackles repeat =

```

```

>>>>themselves in =3D
>>>> >exactly the=3D20
>>>> >same places</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>on play back? If not, I'd look
>>=
>>>>at =3D
>>>> >
>>>> >hardware. Do they show up</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>in the waveform or are they to
>>=
>>>>low in =3D
>>>> >level? =3D20
>>>> ></FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>If you suspect hardware I'd =
>>>>think CPU,
>>>> =3D
>>>> ></FONT><FONT=3D20
>>>> >face=3D3DArial size=3D3D2>fan (make it cold!) or</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>power supply. Not in that =3D
>>>> >order. Start=3D20
>>>> >with </FONT><FONT face=3D3DArial size=3D3D2>the cheapest fixes =3D
>>>> >first.</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Maybe you were right way back
>>=
>>>>with the
>>>> =3D
>>>> >bad UAD=3D20
>>>> >assumption?</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Still kickin' Paris =3D
>>>> >around,</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> ><BLOCKQUOTE=3D20
>>>> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
>>=
>>>>=3D
>>>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>> > <DIV>"Rod Lincoln" <<A=3D20
>>>> > =3D
>>>> =
>>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>>>>&g=3D
>>>> >t;=3D20
>>>> > wrote in message <A=3D20
>>>> > =3D
>>>> =

```

>>>>>href=3D3D"news:472e82a3\$1@linux">news:472e82a3\$1@linux...</DIV>
N=
>>>>eil=3D
>>>> > ,=3D20
>>>> > thanks for your response. see my answers interleaved =3D
>>>> >below
Rod
"Neil"=3D20
>>>> > <OIU@l.com> =3D
>>>> >wrote:
>
>This is=3D20
>>>> > weird... have you tried any of the following:
>
>1.) pan=3D20
>>>> > everything to center, and then see if it still shows up
>on the
>>>=
>>>>=3D
>>>> >left=3D20
&g

Subject: Re: OT -- back to the past
Posted by [Neil](#) on Thu, 18 Oct 2007 06:27:56 GMT
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t;>>> > channel? or is the crackling then centered?

Everything =
>>>>Panned =3D
>>>> >Ctr still=3D20
>>>> > Crackles
>
>2.) removing ALL plugins & EFX, and =3D
>>>> >bouncing=3D20
>>>> > dry/clean like
>that, with everythin

Subject: Re: OT -- back to the past
Posted by [DJ](#) on Thu, 18 Oct 2007 06:32:13 GMT
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;>>> >The
>>last
>>>time I=3D20
>>>> > did a fresh install of my system (via ghost) and it seemed to=3D20
>>>> > get
>>>rid of it, for a while. I'm going to try a bounce =3D
>>>> >to disk=3D20
>>>> > and see if the
>>>crackles return.
>>>The way =3D
>>>> >my=3D20
>>>> > system is set up, because of space limitations, and the=3D20
>>>> > fact
>>>that
>>>I have to have my drums basically =3D
>>>> >in the=3D2

Subject: Re: OT Cubase computer probs ... No?
Posted by [Neil](#) on Thu, 18 Oct 2007 06:37:41 GMT
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out of phase
with

```

>=
>>>>each
>>>> =3D
>>>> >other,=3D20
>>>> > to hear the difference, since the crackles appeared to =
>>>>be<BR>random.)
>>>> =3D
>>>> >There=3D20
>>>> > were maybe 1 or 2 crackles per song on a couple songs, and<BR>no
>=
>>>>=3D
>>>> >crackles on=3D20
>>>> > the other 3 (that I've done so far). I'm wondering now if<BR>it
is
>>>=
>>>>a =3D
>>>> >UAD rev=3D20
>>>> > problem that only shows up after some wear and tear on the<BR>sys.
>>>=
>>>>I'm
>>>> =3D
>>>> >going=3D20
>>>> > to re-ghost and re-load the <BR>UAD software (Neve 88 ver) =
>>>>tommorrow =3D
>>>> >and see=3D20
>>>> > what happens.<BR>Just to reiterate...when I did a spdif bounce,
=
>>>>even =3D
>>>> >with my=3D20
>>>> > system as it<BR>is tonight, there are no crackles. That's wierd.
>=
>>>>Also
>>>> =3D
>>>> >the=3D20
>>>> > crackles never<BR>show till listening to the bounced =3D
>>>> >file.<BR>><BR>>3.)=3D20
>>>> > can you determine where the crackle rears it's ugly head?<BR>>IOW,
>>>=
>>>>=3D
>>>> >is it=3D20
>>>> > constant, more or less, or is it intermittent? If<BR>>it's =3D
>>>> >intermittent,=3D20
>>>> > does it seem to coincide with any particular<BR>>instrument or =3D
>>>> >track? For=3D20
>>>> > example, could it be a particular<BR>>plugin on the - let's say
-
>>=
>>>>=3D

```

>>>> >cowbell=3D20
 >>>> > track, which occurs though
>most of the song, but not on =
 >>>>the=3D20
 >>>> > (confounded) bridge?

totally random...not in anyway =
 >>>>associated
 >>>> =3D
 >>>> >with a=3D20
 >>>> > particular instrument. Fairly
study though, like a bowl of =
 >>>>rice=3D20
 >>>> > crispies.
>
>4.) mute/disconnect the right channel when =3D
 >>>> >listening=3D20
 >>>> > back to
>the crackle-infested bounce to see if there's any =3D
 >>>> >pattern that=3D20
 >>>> >
>might apply to (3) above?

none
>
>5.) Is =3D
 >>>> >the=3D20
 >>>> > crackle happening on ALL systems? IOW, have you
>burned a CD
 of
 >>>=
 >>>>=3D
 >>>> >the=3D20
 >>>> > bounced tracks & played it back on a home
>stereo, in your =3D
 >>>> >car, on=3D20
 >>>> > headphones, etc? Is it possible that
>for some odd reason the
 >=
 >>>>=3D
 >>>> >crackle is=3D20
 >>>> > due to something in your
>monitoring setup that isn't showing
 >up
 >>>=
 >>>>=3D
 >>>> >on=3D20
 >>>> > regular playback, but
>might be showing up on a rendered =3D
 >>>> >file?
This=3D20
 >>>> > first came to my attention after I burned a CD of test mixes for
 >=
 >>>>=3D
 >>>> >the
client=3D20
 >>>> > and he called me after he got home and listened on his system =3D
 >>>> >(this
was an=3D20
 >>>> > audio CD)so I would say it happens on all systems...but I =
 >>>>havn't=3D20
 >>>> > burnt
another CD yet.
It does happen on my NS 10's as well
 >as
 >>>=
 >>>>my
 >>>> =3D
 >>>> >
 >>>> > Mackie 824's. The 824's are hooked
up thru the spdif out of =3D

>>>> >the mec=3D20
 >>>> > to a DAC-1 to a PVC passive volume control.
The NS 10's are =
 >>>>hooked
 >>>> =3D
 >>>> >up thru=3D20
 >>>> > 2 analogue outs from the Mec into a GFA power
amp. Crackles =
 >>>>exisist
 >>>> =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
>
>Neil
>
>
>"Rod=3D20
 >>>> > Lincoln" <<A=3D20
 >>>> > =3D
 >>>> =
 >>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
 >>>>>&g=3D
 >>>> >t;=3D20
 >>>> > wrote:
>>
>>OK..I got everything hooked backk up and =3D
 >>>> >sure=3D20
 >>>> > enough, the crackle is back
>>on bounce to disk...in the left
 >=
 >>>>=3D
 >>>> >channel=3D20
 >>>> > only, same as always. I tried panning
>>everything oppisite,
 =3D
 >>>> >crackle,=3D20
 >>>> > tried lowering levels, crackle.
>>When I took all the tracks
 =3D
 >>>> >off the=3D20
 >>>> > submixes except for the drums on submix
>>1, there were NO =3D
 >>>> >crackles.=3D20
 >>>> > There were also NO crackles when bouncing audio
>>from any =3D
 >>>> >submix by=3D20
 >>>> > itself.
>>This is a 24 bit mix with 24 bit tracks, so I =3D
 >>>> >tried=3D20
 >>>> > (advice from Aaron)
>rendering
>>some of the tracks to =3D
 >>>> >16 bit.=3D20
 >>>> > I rendered all the drums (15 tracks) and
5
>>other tracks


```

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

```

Subject: Re: OT Cubase computer probs ... No?

Posted by [DJ](#) on Thu, 18 Oct 2007 06:38:32 GMT

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```

0
>>>> > mix position (facing the other<BR>>>way)<BR>>>>makes it =3D
>>>> >A=3D20
>>>> > FREAKIN PITA to crawl behind the gear and unplug the=3D20
>>>> > spdif<BR>cable<BR>>>>going to the DAC-1 and re-patch a cable =3D
>>>> >loop. I=3D20
>>>> > accidentally unplugged something<BR>>>>while doing it, and had =3D
>>>> >to rip=3D20
>>>> > aboutat half the system out to find=3D20
>>>> > =3D

```

```

>>>> >it.<BR>ERRRRRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>>><BR>><BR></BLO=3D
>>>> >CKQUOTE>
>>>> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight
=
>>>>spam, =3D
>>>> >and=3D20
>>>> >you?<BR><A=3D20
>>>> =
>>>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>>>>fer=3D
>>>> >.html</A> </FONT></DIV></BODY></HTML>
>>>> >
>>>> >
>>>>
>>>>
>>>><!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>Okay Rod,</FONT></DIV>
>>>><DIV>
>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>How about
one
>>>>=
>>>>track with=20
>>>>the UAD plugs</FONT></DIV>
>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>that has a
>=
>>>>few rough spots=20
>>>>that are amplified</FONT></DIV>
>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>by the plugin
>>>>=
>>>>
>>>>set?</FONT></DIV>
>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>Mute one =
>>>>track at a time to=20
>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>>size=3D2>???</FONT></DIV>
>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>>size=3D2>Tom</FONT></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, it doesn't crackl, even with more tracks and the same =
 >>>>plugs
as the=20
 >>>> ppj's that crackle.
Rod
"Tom Bruhl" <<A=20
 >>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
 >>>> wrote:
>
>
>Hey Rod,
>Do the crackles repeat=20

 >>>>not, I'd=20

 >>>>they to=20
 >>>> low in level? =3D20
>
>If you suspect hardware I'd think =
 >>>>CPU, fan=20

 >>>>Start=20
 >>>> with the cheapest fixes first.
>Maybe you were right way back =
 >>>>with the=20
 >>>> bad UAD assumption?
>
>Still kickin' Paris=20

 >>>> =
 >>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
 >>>>t;=20
 >>>> wrote in message =

 >>>> thanks for your response. see my answers interleaved =

 >>>>href=3D"mailto:OIU@l.com">OIU@l.com>=20

 >>>>tried=20

 >>>>everything=20

 >>>>left=20

 >>>>Everything=20

 >>>>removing=20

>>>>that,=20

>>>>mix?=20

>>>> This includes anything inserted across the =

>>>> Bounce with No FX (Auxes, both internal and external) still=20

>>>>produce a=20

>>>>time it=20

>>>>to a sys=20

>>>>(can't remember=20

>>>> the number, it had the Helios, but not =

>>>> 88)and the crackles went away, so I thought it was a software rev=20

>>>>sure I=20

>>>> reloaded the new version of the =

>>>>>

Subject: Re: OT Cubase computer probs ... No?

Posted by [Neil](#) on Thu, 18 Oct 2007 06:48:11 GMT

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>>>>

>>>>mixing=20

>>>> project that I'm using the Neve 88 plug on a lot (love =3D
>what

>=

>>>>

>>>>bounces. I=20

>>>>listened=20

>>>>with each=20

>>>> other, to hear the difference, since the crackles appeared =

>>>>=3D
>to=20

>>>>a=20

>>>>3 (that=20

>>>>is a UAD=20

>>>> rev problem that only shows up after some wear and tear=20

>>>>re-load=20

>>>>what=20

>>>>even=20

>>>>no=20

>>>> crackles. That's wierd. Also the crackles =

>>>>>3.)=20

>>>> can you determine where the crackle rears it's ugly =

>>>> >IOW, is it constant, more or less, or is it intermittent? =

>>>> >it's intermittent, does it seem to coincide with any=20

>>>>it be a=20

>>>>track, which=20

>>>>(confounded)=20

>>>>associated with a=20

>>>>like a bowl=20

>>>>mute/disconnect the=20

>>>>crackle-infested=20

>>>>apply to=20

>>>>>5.)=20

>>>> >burned a CD of the bounced tracks & played it back on a=20

>>>>possible=20

>>>>something in=20

>>>>regular=20

>>>>CD of=20

>>>>after he=20

>>>>an audio=20

>>>> CD)so I would say it happens on all systems...but I =3D
>havn't=20

>>>>NS 10's=20

>>>> up thru the spdif out of the mec to a DAC-1 to a PVC passive volume=20

>>>>analogue outs=20

>>>>Crackles exisist=20

>>>> >6.) What happens when you open up an older project that =

>>>> >DIDN'T have this problem on...? If you do a bounce with=20

>>>>have=20

>>>>as=20

>>>> bad...No study diet of rice crispies, but there were a=20

>>>>and listend=20

>>>>the=20

>>>> crackles, and verified by listening one at a=20

>>>>some sort=20

>>>>stuff, only it=20

>>>> happens over time, but I haven't been able to =3D
>verify=20

>>>>you=20

>>>>>your right=20

>>>>the=20

>>>>happen in the=20

>>>>think of=20

>>>>If this=20

>>>>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

>>>>of the=20

>>>>>>flow=20

>>>> is, but it's doable, and seems to work, but I'd like to get =
>>>>=3D
>this=20

>>>>>I've had it=20

>>>> >>"Rod Lincoln" <<A=20
>>>> =
>>>>href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com=
>>>>=20

>>>>THOUGHT I=20
>>>> had my "bounce to disk" crackles whipped, but =3D
>they =

>>>> >>>back. This time I re-patched and did a spdif bounce and =
>>>>that=20

>>>>>>it. I=20
>>>> haven't tried it yet with bounce to disk to verify that the=20

>>>>it will. I=20

>>>>my system=20

>>>>>>rid of it,=20
>>>> for a while. I'm going to try a bounce to disk and see =3D
>if=20

>>>>>>The=20
>>>> way my system is set up, because of spa

Subject: Re: OT Cubase computer probs ... No?
Posted by [Neil](#) on Thu, 18 Oct 2007 07:00:03 GMT
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ce limitations, and=20

>>>>>>I=20
>>>> have to have my drums basically in the mix position (facing the=20

>>>>>>makes it A=20
>>>> FREAKIN PITA to crawl behind the gear and unplug the=20

>>>>to the=20
>>>> DAC-1 and re-patch a cable loop. I accidently =3D
>unplugged=20

>>>>about half=20


```

>>>>Polesoft=20
>>>> Lockspam to fight spam, and=20

>>>> <BR><BR><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
>>>> Transitional//EN"><BR><HTML><HEAD><BR><META=20
>>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>>>> =3D<BR>< charset=3D3Diso-8859-1"><BR><META =
>>>>content=3D3D"MSHTML=20
>>>> 6.00.2800.1400"=20
>>>> =
>>>>name=3D3DGENERATOR><BR><STYLE></STYLE><BR></HEA=
>>>>D><BR><BODY=20
>>>> bgColor=3D3D#ffffff><BR><DIV><FONT face=3D3DArial =
>>>>size=3D3D2>Hey=20
>>>> Rod,</FONT></DIV><BR><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2>Do the crackles repeat themselves in =3D<BR>>exactly=20
>>>> the=3D20<BR>>same =
>>>>places</FONT></DIV><BR><DIV><FONT=20
>>>> face=3D3DArial size=3D3D2>on play back? If not, I'd look at=20
>>>> =3D<BR>><BR>>hardware. Do they show=20
>>>> up</FONT></DIV><BR><DIV><FONT face=3D3DArial=20
>>>> size=3D3D2>in the waveform or are they to low in =3D<BR>>level?=20
>>>> =3D20<BR>></FONT></DIV><BR>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2></FONT> </DIV><BR>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2>If you suspect hardware I'd think=20
>>>> CPU,<BR>=3D<BR>></FONT><FONT=3D20<BR>>face=3D3DArial =
>>>>size=3D3D2>fan=20
>>>> (make it cold!) or</FONT></DIV><BR>><DIV><FONT =
>>>>
>>>> face=3D3DArial size=3D3D2>power supply. Not in that =
>>>>=3D<BR>>order.=20
>>>> Start=3D20<BR>>with </FONT><FONT face=3D3DArial =
>>>>size=3D3D2>the=20
>>>> cheapest fixes=20
>>>> =3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=20
>>>> face=3D3DArial size=3D3D2>Maybe you were right way back with=20
>>>> the<BR>=3D<BR>>bad=20
>>>> =
>>>>UAD=3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=
>>>>t;FONT=20
>>>> face=3D3DArial size=3D3D2></FONT> =
>>>></DIV><BR>><DIV><FONT=20
>>>> face=3D3DArial size=3D3D2>Still kickin' Paris=20

```

```

>>>> =3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =
>>>>
>>>> face=3D3DArial=20
>>>> size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
>>>> face=3D3DArial size=3D3D2></FONT>=20
>>>> =
>>>></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =
>>>>0px;=20
>>>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 =
>>>>2px solid;=20

>>>> =
>>>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>>>>mp;g">mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

>>>> =
>>>>href=3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>Neil=
>>>>'>news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV>=

>>>> thanks for your response. see my answers interleaved=20

>>>><<A=20
>>>> href=3D3D"<A=20
>>>> =
>>>>href=3D'mailto:OIU@I.com">OIU@I.com</A>'>mailto:OIU@I.com">OIU@I.com<=
>>>>;/A</A>>>=20
>>>> =3D<BR>>wrote:<BR>><BR>>This =

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

>>>>shows=20

>>>>is the=20
>>>> crackling then centered?<BR>><BR>>Everything Panned =
>>>>=3D<BR>>Ctr=20

>>>>removing ALL=20

>>>>dry/clean=20
>>>> like<BR>>that, with everything panned as you normally =
>>>>=3D<BR>>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 =

>>>> listened back to

Subject: Re: OT -- back to the past
Posted by [steve the artguy](#) on Thu, 18 Oct 2007 07:33:20 GMT
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d bounce to see if there's any =3D
>pattern=20

>>>> above?

none
>
>5.) Is=20

>>>>IOW, have=20

>>>>bounced tracks=20
>>>> & played it back on a home
>stereo, in your =
>>>>=3D
>car,=20

>>>>that
>for so

Subject: Re: OT -- back to the past
Posted by [steve the artguy](#) on Thu, 18 Oct 2007 07:34:46 GMT
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me=20

>>>>something in=20

>>>> your
>monitoring setup that isn't showing up=20

>>>>but
>might be=20

>>>> showing up on a rendered =

>>>> came to my attention after I burned a CD of test mixes for=20

>>>>after he got=20

>>>> home and listened on his system =3D
>(this
was=20

>>>>systems...

Subject: Re: OT -- back to the past
Posted by [Erling](#) on Thu, 18 Oct 2007 07:47:56 GMT
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>>Can =

>>>>you e-mail=20

>>>>

>>>> it's
>doing this on? If so, send it to: neil=20

>>>> =3D<

Subject: Re: OT Cubase computer probs ... No?
Posted by [John \[1\]](#) on Thu, 18 Oct 2007 11:12:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>>> =

>>>>href=

Subject: Re: OT Cubase computer probs ... No?
Posted by [John \[1\]](#) on Thu, 18 Oct 2007 11:13:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com<

Subject: Re: OT -- back to the past
Posted by [John \[1\]](#) on Thu, 18 Oct 2007 11:15:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

;/A>&a=
>>>>mp;g'>mailto

Subject: Re: OT Cubase computer probs ... No?
Posted by [John \[1\]](#) on Thu, 18 Oct 2007 11:17:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=
>>

Subject: Re: OT Cubase computer probs ... No?
Posted by [TCB](#) on Thu, 18 Oct 2007 13:56:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

20
>>>> =
>>>>href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=
>>>>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=

>>>> wrote:
>>>
>>>Well, I THOUGHT I =
>>>>had my=20

>>>>they=20

>>>>re-patched=20

>>>> to
>>cure
>>>it. I havn't tried it yet =
>>>>with=20

>>>> crackling
>>>comes back, but I bet it =
>>>>=3D
>>will.=20

>>>> =3D
>>The
>>>last
>>>>time=20

>>>>it seemed=20

>>>>>I'm going=20

>>>> the
>>>>crackles return.
>>>>The way =
>>>>>

>>>>>limitations,=20

>>>>fact
>>that
>>>I=20

>>>>mix position=20

>>>> (facing the other
>>way)
>>>makes it=20

>>>>and unplug=20

>>>>to the=20

>>>>accidently=20

>>>> unplugged something
>>>while doing it, and had =

>>>

Subject: Re: OT Cubase computer probs ... No?

Posted by [John \[1\]](#) on Thu, 18 Oct 2007 14:44:16 GMT

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

>=3D
>to=20

Subject: Re: OT -- back to the past

Posted by [TCB](#) on Thu, 18 Oct 2007 15:45:35 GMT

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>etc. I want to hit freakin "record" and hear a pre-selected tempo, play
>chords along with my midi keyboard and it record the darn thing. I don't
>want to stop and change things.. I want the software to know what I am changing
>and record it...

>

>Perhaps I am asking too much? Surely these midi files were not created
note

>or staff at a time. Of course, my notebook's soundcard is limited and that
>is my only playback... but maybe the sequencer software can enable me more
>sounds?

>

>Is there anything out there that is like that? I tried the Finale freebie...
>but that's a no-go. I play to try the Notation Composer which claims to
>do this (but so did Finale).

>

>Any midi/Notation gurus out there?

>Just for the record, I take great pride in being a complete jerk, so please
don't include me in your 'great group of people,' I never fit into groups
like that anyway.

TCB

Dedric Terry <dterry@keyofd.net> wrote:

>Hey James,

>

>No problem - I'm sorry if my posts came across as attacks - that was never
>intended, but I could have been more considerate. Thank you for the apology
>(accepted) - hope you'll accept mine as well.

>

>This is a great group of people - we all have our differences in views,
but

>that's what makes it a great place to converse and socialize.

>

>Best regards,

>Dedric

>

>On 11/4/07 8:51 PM, in article 472e8516\$1@linux, "James McCloskey"

><excelsm@hotmail.com> wrote:

>

>>

>> Hey Dedric, for some time I felt I owed you an apology

Subject: Re: OT Cubase computer probs ... No?

Posted by [Tom Bruhl](#) on Thu, 18 Oct 2007 16:01:05 GMT

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for telling you
off.

>> I had a knee jerk reaction to what I felt at the time were personal attacks.

>> I was wrong for what I said and I want to publicly say I'm sorry. I hope

>> you will accept my apology.

>>

>> James

>This is a multi-part message in MIME format.

-----=_NextPart_000_0065_01C81FD2.00AB03E0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Rod,

If SPDIF is always a clean bounce then I suspect hardware for sure.

I'd say ribbon connectors between the cards or points on the EDS card.

Maybe a bad EDS card.

Tom

"Neil" <OIU@OIU.com> wrote in message news:472f5dde\$1@linux...

You know, the only other thing I can think of is that it's an input overload problem with one of your UAD plugins. Consider trying this: Get a simple VST gain plugin like this one:

<http://www.gvst.co.uk/dl070421/GGain-GJ.zip>

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

Neil

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>

>Yeah, I did that when this initially started, a couple weeks ago.

>Rod

>"Neil" <OIU@IOU.com> wrote:

>>

>>And you've already done the usual stuff like removing your EDS
>>cards, cleaning off the contacts & re-seating them, etc?

>>

>>Neil

>>

>>

>>

>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>>>

>>>Tom, I've already done that. It's not that. It's definitly =
something

that

>>>only shows up on the bounced to disk file. Also it's totally random =
and

>>not

>>>at all related to any single audio event.=20

>>>Rod

>>>"Tom Bruhl" <arpeggio@comcast.net> wrote:

>>>>

>>>>

>>>>Okay Rod,

>>>>How about one track with the UAD plugs

>>>>that has a few rough spots that are amplified

>>>>by the plugin set?
>>>>
>>>>Mute one track at a time to find it. PITA for sure.
>>>>???
>>>>Tom
>>>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
>>>>news:472f2455\$1@linux...
>>>>
>>>> I agree with you, except that when I play back an old project =
that
=3D
>>>>didn't
>>>> have the problem, it doesn't crackl, even with more tracks and =
the
=3D
>>>>same plugs
>>>> as the ppj's that crackle.=3D20
>>>> Rod
>>>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
>>>> >
>>>> >
>>>> >Hey Rod,
>>>> >Do the c

Subject: Re: OT Cubase computer probs ... No?
Posted by [EK Sound](#) on Thu, 18 Oct 2007 16:02:44 GMT
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rackles repeat themselves in exactly the same places
>>>> >on play back? If not, I'd look at hardware. Do they show up
>>>> >in the waveform or are they too low in level? =3D3D20
>>>> >
>>>> >If you suspect hardware I'd think CPU, fan (make it cold!) or
>>>> >power supply. Not in that order. Start with the cheapest =
fixes =3D
>>>>first.
>>>> >Maybe you were right way back with the bad UAD assumption?
>>>> >
>>>> >Still kickin' Paris around,
>>>> >Tom
>>>> >
>>>> > "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
=3D3D3D
>>>> >news:472e82a3\$1@linux...
>>>> >
>>>> > Neil, thanks for your response. see my answers interleaved =
below

>>>> > Rod
 >>>> > "Neil" <OIU@I.com> wrote:
 >>>> > >
 >>>> > >This is weird... have you tried any of the following:
 >>>> > >
 >>>> > >1.) pan everything to center, and then see if it still shows =
 up
 >>>> > >on the left channel? or is the crackling then centered?
 >>>> >
 >>>> > Everything Panned Ctr still Crackles
 >>>> > >
 >>>> > >2.) removing ALL plugins & EFX, and bouncing dry/clean like
 >>>> > >that, with everything panned as you normally would for this
 >>>> > >mix? This includes anything inserted across the 2-buss.
 >>>> >
 >>>> > Bounce with No FX (Auxes, both internal and external) still =
 =3D
 >>>>Crackles
 >>>> >
 >>>> > Bounce with no plugs...this does produce a crackle free =
 bounce.
 I
 >>=3D
 >>>>=3D3D
 >>>> >tried this
 >>>> > the first time it happened a couple weeks ago, and thought I =
 had
 >it
 >>>=3D
 >>>>=3D3D
 >>>> >narrowed
 >>>> > down to the UAD plugs. I re-ghosted to a sys version that had =
 an
 >=3D
 >>>>=3D3D
 >>>> >earlier
 >>>> > UAD install (can't remember the number, it had the Helios, =
 but not
 >>>=3D
 >>>>the
 >>>>=3D3D
 >>>> >Neve
 >>>> > 88)and the crackles went away, so I thought it was a software =
 rev
 >>=3D
 >>>>that
 >>>>=3D3D
 >>>> >Paris

>>>> > didn't like, but just to be sure I reloaded the new version =
 of the
 >>>=3D
 >>>>UAD
 >>>> =3D3D
 >>>> >software
 >>>> > (the one with the Neve 88) and it still didn't crackle. At =
 that
 >=3D
 >>>>point
 >>>> =3D3D
 >>>> >I
 >>>> > thought it might be something else altogether and since I am =
 in
 the
 >>>=3D
 >>>>=3D3D
 >>>> >middle
 >>>> > of a mixing project that I'm using the Neve 88 plug on a lot =
 (love
 >>>=3D
 >>>>=3D3D
 >>>> >what it
 >>>> > does) I just went for it, listening closely to bounces. I =
 actually
 >>>=3D
 >>>>did
 >>>> =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
 >>>> > random.) There were maybe 1 or 2 crackles per song on a =
 couple =3D
 >>>>songs,
 >>>> =3D3D
 >>>> >and
 >>>> > no crackles on the other 3 (that I've done so far). I'm =
 wondering
 >=3D
 >>>>now
 >>>> =3D3D

>>>> >if
 >>>> > it is a UAD rev problem that only shows up after some wear =
 and tear
 >>>>=3D
 >>>>on
 >>>> =3D3D
 >>>> >the
 >>>> > sys. I'm going to re-ghost and re-load the=3D3D20
 >>>> > UAD software (Neve 88 ver) tommorrow and see what happens.
 >>>> > Just to reiterate...when I did a spdif bounce, even with my =
 system
 >>>>=3D
 >>>>as
 >>>> =3D3D
 >>>> >it
 >>>> > is tonight, there are no crackles. That's wierd. Also the =
 crackles
 >>>>=3D
 >>>>=3D3D
 >>>> >never
 >>>> > show till listening to the bounced file.
 >>>> > >
 >>>> > >3.) can you determine where the crackle rears it's ugly =
 head?
 >>>> > >IOW, is it constant, more or less, or is it intermittent? If
 >>>> > >it's intermittent, does it seem to coincide with any =
 particular
 >>>> > >instrument or track? For example, could it be a particular
 >>>> > >plugin on the - let's say - cowbell track, which occurs =
 though
 >>>> > >most of the song, but not on the (confounded) bridge?
 >>>> >
 >>>> > totally random...not in anyway associated with a particular =
 =3D3D
 >>>> >instrument. Fairly
 >>>> > study though, like a bowl of rice crispies.
 >>>> > >
 >>>> > >4.) mute/disconnect the right channel when listening back to
 >>>> > >the crackle-infested bounce to see if there's any pattern =
 =3D
 >>>>>that=3D3D20
 >>>> > >might apply to (3) above?
 >>>> >
 >>>> > none
 >>>> > >
 >>>> > >5.) Is the crackle happening on ALL systems? IOW, have you
 >>>> > >burned a CD of the bounced tracks & played it back on a home
 >>>> > >stereo, in your car, on headphones, etc? Is it possible that

>>>> > >for some odd reason the crackle is due to something in your
>>>> > >monitoring setup that isn't showing up on regular playback, =
but
>>>> > >might be showing up on a rendered file?
>>>> > This first came to my attention after I burned a CD of test =
mixes
>>=3D
>>>>for
>>>> =3D3D
>>>> >the
>>>> > client and he called me after he got home and listened on his =
=3D
>>>>system =3D3D
>>>> >(this
>>>> > was an audio CD)so I would say it happens on all =
systems...but I
>=3D
>>>&g

Subject: Re: OT Cubase computer probs ... No?

Posted by [DJ](#) on Thu, 18 Oct 2007 16:04:43 GMT

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t;=3D3D
>>>> >havn't burnt
>>>> > another CD yet.
>>>> > It does happen on my NS 10's as well as my Mackie 824's. The =
824's
>>>=3D
>>>>=3D3D
>>>> >are hooked
>>>> > up thru the spdif out of the mec to a DAC-1 to a PVC passive =
volume
>>>=3D
>>>>=3D3D
>>>> >control.
>>>> > The NS 10's are hooked up thru 2 analogue outs from the Mec =
into
>a
>>>=3D
>>>>GFA
>>>> =3D3D
>>>> >power
>>>> > amp. Crackles exist on the left channel on both sets of =
speakers.
>>>> > >
>>>> > >6.) What happens when you open up an older project that you

>>>> > >DIDN'T have this problem on...? If you do a bounce with =
that,
>>>> > >does it sound as it did before, or does it now have the
>>>> > >crackles in it?
>>>> >
>>>> > Not nearly as bad...No study diet of rice crispies, but there =
were
>>>>=3D
>>>>a =3D3D
>>>> >couple
>>>> > of crackles (random, I bounced twice and listend to both =
mixes out
>>>>=3D
>>>>of
>>>> =3D3D
>>>> >phase,
>>>> > set markers at the crackles, and verified by listening one at =
a
=3D
>>>>time)
>>>> =3D3D
>>>> >This
>>>> > also leads me to believe it's some sort of ppj corruption =
brought
>>=3D
>>>>on =3D3D
>>>> >by the
>>>> > UAD stuff, only it happens over time, but I haven't been able =
to
>=3D
>>>>=3D3D
>>>> >verify this
>>>> > yet.
>>>> > >
>>>> > >7.) Have you tried physically swapping your left speaker =
with
>>>> > >your right speaker?
>>>> > swapping speakers make no difference, swapping the cables =
leading
>>=3D
>>>>to =3D3D
>>>> >the
>>>> > speakers makes it happen in the right speaker.
>>>> > >
>>>> > >Just tryi

Subject: Re: OT Cubase computer probs ... No?
Posted by [EK Sound](#) on Thu, 18 Oct 2007 16:09:12 GMT
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ng to think of things to try & narrow it down by

>>>> > >process of elimination.

>>>> >

>>>> > I appreciate your thought process. If this makes a light go =
off

for

>>>=3D

>>>>=3D3D

>>>> >you,

>>>> > please let me know.

>>>> > >

>>>> > >Can you e-mail me an mp3 file of any song or songs that it's

>>>> > >doing this on? If so, send it to: neil DOT henderson AT

>>>> > >sbcglobal DOT net I'd be curious as to what it sounds =
like.

>>>> >

>>>> > will Do

>>>> > >

>>>> > >Neil

>>>> > >

>>>> > >

>>>> > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>>>> > >>

>>>> > >>OK..I got everything hooked backk up and sure enough, the =
crackle

>>>=3D

>>>>is

>>>> =3D3D3D

>>>> >back

>>>> > >>on bounce to disk...in the left channel only, sa

Subject: Re: OT Cubase computer probs ... No?
Posted by [DJ](#) on Thu, 18 Oct 2007 16:19:19 GMT
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me as =
always.

I

>>=3D

>>>>=3D3D

>>>> >tried panning

>>>> > >>everything oppisite, crackle, tried lowering levels, =
crackle.

>>>> > >>When I took all the tracks off the submixes except for the =
 drums
 >>>>=3D
 >>>>on
 >>>> =3D3D
 >>>> >submix
 >>>> > >>1, there were NO crackles. There were also NO crackles when =
 =3D
 >>>>bouncing
 >>>> =3D3D
 >>>> >audio
 >>>> > >>from any submix by itself.=3D3D20
 >>>> > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice =
 from
 >>>>=3D
 >>>>=3D3D
 >>>> >Aaron)
 >>>> > >rendering
 >>>> > >>some of the tracks to 16 bit. I rendered all the drums (15 =
 =3D
 >>>>tracks) =3D3D
 >>>> >and
 >>>> > 5
 >>>> > >>other tracks to 16 bit, leaving 10 tracks at 24 =
 bit...Crackles
 >=3D
 >>>>came
 >>>> =3D3D
 >>>> >back
 >>>> > >>when bouncing the entire mix. That's where I'm at. I can =
 always
 >>=3D
 >>>>do =3D3D
 >>>> >the
 >>>> > spdif
 >>>> > >>bounce method...it's a real hassle because of the way my =
 =3D
 >>>>moitoring =3D3D
 >>>> >and
 >>>> > work
 >>>> > >>flow is, but it's doable, and seems to work, but I'd like =
 to get
 >>>>=3D
 >>>>=3D3D
 >>>> &g

Subject: Re: OT Cubase computer probs ... No?
Posted by [DJ](#) on Thu, 18 Oct 2007 16:26:58 GMT
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t;this thing

>>>> > >>figured out.=3D3D20
>>>> > >>I've had it for today. Going to crash.
>>>> > >>Rod
>>>> > >>"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:
>>>> > >>>
>>>> > >>>Well, I THOUGHT I had my "bounce to disk" crackles =
whipped, but
>>>>=3D
>>>>=3D3D
>>>> >they came
>>>> > >>>back. This time I re-patched and did a spdif bounce and =
that
=3D
>>>>seemed
>>>> =3D3D
>>>> >to
>>>> > >cure
>>>> > >>>it. I haven't tried it yet with bounce to disk to verify =
that
the
>>>>=3D
>>>>=3D3D
>>>> >crackling
>>>> > >>>comes back, but I bet it will. I wonder what could be =
causing
>=3D
>>>>this?
>>>> =3D3D
>>>>
>>>>

Subject: Re: OT Cubase computer probs ... No?
Posted by [DJ](#) on Thu, 18 Oct 2007 16:40:22 GMT
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It;BR>
Bounce with No FX (Auxes, both internal and =
=3D
>>>>external) =3D3D
>>>> >still=3D3D20
>>>> > Crackles

Bounce with no plugs...this does produce a =
crackle
>>>>=3D
>>>>=3D3D

>>>> >free=3D3D20
 >>>> > bounce. I tried this
the first time it happened a couple =
 weeks
 >>=3D
 >>>>ago,
 >>>> =3D3D
 >>>> >and=3D3D20
 >>>> > thought I had it narrowed
down to the UAD plugs. I =
 re-ghosted
 >=3D
 >>>>=3D3D
 >>>> >to a=3D3D20
 >>>> > sys version that had an earlier
UAD install (can't =
 remember the
 >>>=3D
 >>>>=3D3D
 >>>> >number, it=3D3D20
 >>>> > had the Helios, but not the Neve
88)and the crackles went =
 away,
 >>>=3D
 >>>>so
 >>>> =3D3D
 >>>> >l=3D3D20
 >>>> > thought it was a software rev that Paris
didn't like, but =
 just
 >>=3D
 >>>>to =3D3D
 >>>> >be sure l=3D3D20
 >>>> > reloaded the new version of the UAD software
(the one with =
 the
 >>=3D
 >>>>Neve
 >>>> =3D3D
 >>>> >
 >>>> > 88) and it still didn't crackle. At that point l
thought =
 it =3D3D
 >>>> >might be=3D3D20
 >>>> > something else altogether and since I am in the middle
of =
 a =3D
 >>>>mixing
 >>>> =3D3D
 >>>> >project=3D3D20
 >>>> > that I'm using the Neve 88 plug

Subject: Re: OT Cubase computer probs ... No?
 Posted by [EK Sound](#) on Thu, 18 Oct 2007 16:41:35 GMT

on a lot (love what =
it
does)

I

>>=3D

>>>>just

>>>> =3D3D

>>>> >went=3D3D20

>>>> > for it, listening closely to bounces. I actually did =
2
bounces

>>=3D

>>>>of =3D3D

>>>> >every mix=3D3D20

>>>> > and listened back to both at the same time, out of =
phase
with

>=3D

>>>>each

>>>> =3D3D

>>>> >other,=3D3D20

>>>> > to hear the difference, since the crackles appeared to =3D

>>>>be
random.)

>>>> =3D3D

>>>> >There=3D3D20

>>>> > were maybe 1 or 2 crackles per song on a couple songs, =
and
no

>=3D

>>>>=3D3D

>>>> >crackles on=3D3D20

>>>> > the other 3 (that I've done so far). I'm wondering now =
if
it

is

>>>=3D

>>>>a =3D3D

>>>> >UAD rev=3D3D20

>>>> > problem that only shows up after some wear and tear on =
the
sys.

>>>=3D

>>>>I'm

>>>> =3D3D

>>>> >going=3D3D20

>>>> > to re-ghost and re-load the
UAD software (Neve 88 ver) =
=3D

>>>>tommorrow =3D3D

>>>> >and see=3D3D20

>>>> > what happens.
Just to reiterate...when I did a spdif =
bounce,

=3D

>>>>even =3D3D

>>>> >with my=3D3D20
>>>> > system as it
is tonight, there are no crackles. That's =
wierd.
>=3D
>>>>Also
>>>> =3D3D
>>>> >the=3D3D20
>>>> > crackles never
show till listening to the bounced =3D3D
>>>> >file.
>
>3.)=3D3D20
>>>> > can you determine where the crackle rears it's ugly =
head?
>IOW,
>>>=3D
>>>>=3D3D
>>>> >is it=3D3D20
>>>> > constant, more or less, or is it intermittent? If
>it's =
=3D3D
>>>> >intermittent,=3D3D20
>>>> > does it seem to coincide with any particular
>instrument =
or =3D3D
>>>> >track? For=3D3D20
>>>> > example, could it be a particular
>plugin on the - let's =
say
-
>>=3D
>>>>=3D3D
>>>> >cowbell=3D3D20
>>>> > track, which occurs though
>most of the song, but not on =
=3D
>>>>the=3D3D20
>>>> > (confounded) bridge?

totally random...not in anyway =
=3D
>>>>associated
>>>> =3D3D
>>>> >with a=3D3D20
>>>> > particular instrument. Fairly
study though, like a bowl of =
=3D
>>>>rice=3D3D20
>>>> > crispies.
>
>4.) mute/disconnect the right channel when =
=3D3D
>>>> >listening=3D3D20
>>>> > back to
>the crackle-infested bounce to see if there's any =
=3D3D
>>>> >pattern that=3D3D20
>>>> >
>might apply to (3) above?

none
>
>5.) Is =
=3D3D
>>>> >the=3D3D20
>>>> > crackle happening on ALL systems? IOW, have you
>burned a =
CD

of
 >>>=3D
 >>>>=3D3D
 >>>> >the=3D3D20
 >>>> > bounced tracks & played it back on a home
>stereo, in your =
 =3D3D
 >>>> >car, on=3D3D20
 >>>> > headphones, etc? Is it possible that
>for some odd reason =
 the
 >=3D
 >>>>=3D3D
 >>>> >crackle is=3D3D20
 >>>> > due to something in your
>monitoring setup that isn't =
 showing
 >up
 >>>=3D
 >>>>=3D3D
 >>>> >on=3D3D20
 >>>> > regular playback, but
>might be showing up on a rendered =
 =3D3D
 >>>> >file?
This=3D3D20
 >>>> > first came to my attention after I burned a CD of test mixes =
 for
 >=3D
 >>>>=3D3D
 >>>> >the
client=3D3D20
 >>>> > and he called me after he got home and listened on his system =
 =3D3D
 >>>> >(this
was an=3D3D20
 >>>> > audio CD)so I would say it happens on all systems...but I =3D
 >>>>havn't=3D3D20
 >>>> > burnt
another CD yet.
It does happen on my NS 10's as =
 well
 >as
 >>>=3D
 >>>>my
 >>>> =3D3D
 >>>> >
 >>>> > Mackie 824's. The 824's are hooked
up thru the spdif out =
 of =3D3D
 >>>> >the mec=3D3D20
 >>>> > to a DAC-1 to a PVC passive volume control.
The NS 10's =
 are =3D
 >>>>hooked
 >>>> =3D3D
 >>>> >up thru=3D3D20
 >>>> > 2 analogue outs from the Mec into a GFA power
amp. =
 Crackles =3D

>>>>exisist
 >>>> =3D3D
 >>>> >on the=3D3D20
 >>>> > left channel on both sets of speakers.
>
>6.) What =
 happens
 >=3D
 >>>>=3D3D
 >>>> >when=3D3D20
 >>>> > you open up an older project that you
>DIDN'T have this =
 problem
 >>>=3D
 >>>>=3D3D
 >>>> >on...?=3D3D20
 >>>> > If you do a bounce with that,
>does it sound as it did =
 before,
 >=3D
 >>>>=3D3D
 >>>> >or does=3D3D20
 >>>> > it now have the
>crackles in it?

Not nearly as =
 bad...No
 >=3D
 >>>>=3D3D
 >>>> >study=3D3D20
 >>>> > diet of rice crispies, but there were a couple
of crackles =
 =3D
 >>>>(random,
 >>>> =3D3D
 >>>> >I=3D3D20
 >>>> > bounced twice and listend to both mixes out of phase,
set =
 =3D
 >>>>markers =3D3D
 >>>> >at the=3D3D20
 >>>> > crackles, and verified by listening one at a time) =
 This
also
 =3D
 >>>>leads
 >>>> =3D3D
 >>>> >me to=3D3D20
 >>>> > believe it's some sort of ppj corruption brought on by =
 the
UAD
 >=3D
 >>>>=3D3D
 >>>> >stuff, only=3D3D20
 >>>> > it happens over time, but I haven't been able to =
 verify=3D3D20
 >>>> > this
yet.
>
>7.) Have you tried physically swapping =
 =3D3D
 >>>> >your left=3D3D20

>>>> > speaker with
>your right speaker?
swapping speakers =
 make =3D
 >>>>no=3D3D20
 >>>> > difference, swapping the cables leading to the
speakers =
 makes
 >it
 >>>=3D
 >>>>=3D3D
 >>>> >happen in=3D3D20
 >>>> > the right speaker.
>
>Just trying to think of things to =
 =3D3D
 >>>> >try &=3D3D20
 >>>> > narrow it down by
>process of elimination.

I =
 appreciate
 >>=3D
 >>>>=3D3D
 >>>> >your=3D3D20
 >>>> > thought process. If this makes a light go off for =
 you,
please
 >=3D
 >>>>let =3D3D
 >>>> >me=3D3D20
 >>>> > know.
>
>Can you e-mail me an mp3 file of any song or =
 =3D3D
 >>>> >songs that=3D3D20
 >>>> > it's
>doing this on? If so, send it to: neil =3D3D
 >>>> >DOT=3D3D20
 >>>> > henderson AT
>sbcglobal DOT net I'd be curious as to =3D3D
 >>>> >what it=3D3D20
 >>>> > sounds like.

will =3D3D
 >>>> >Do
>
>Neil
>
>
>"Rod=3D3D20
 >>>> > Lincoln" <<A=3D3D20
 >>>> > =3D3D
 >>>> =3D
 =
 >>>>>href=3D3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.=
 com</A=3D
 >>>>>&g=3D3D
 >>>> >t;=3D3D20
 >>>> > wrote:
>>
>>OK..I got everything hooked backk up and =
 =3D3D
 >>>> >sure=3D3D20
 >>>> > enough, the crackle is back
>>on bounce to disk...in the =
 left
 >=3D
 >>>>=3D3D
 >>>> >channel=3D3D20
 >>>> > only, same as always. I tried panning
>>everything =

oppisite,
 =3D3D
 >>>> >crackle,=3D3D20
 >>>> > tried lowering levels, crackle.
>>>When I took all the =
 tracks
 =3D3D
 >>>> >off the=3D3D20
 >>>> > submixes except for the drums on submix
>>>1, there were NO =
 =3D3D
 >>>> >crackles.=3D3D20
 >>>> > There were also NO crackles when bouncing audio
>>>from any =
 =3D3D
 >>>> >submix by=3D3D20
 >>>> > itself.
>>>This is a 24 bit mix with 24 bit tracks, so I =
 =3D3D
 >>>> >tried=3D3D20
 >>>> > (advice from Aaron)
>>>rendering
>>>some of the tracks to =
 =3D3D
 >>>> >16 bit.=3D3D20
 >>>> > I rendered all the drums (15 tracks) and
5
>>>other =
 tracks
 =3D3D
 >>>> >to 16=3D3D20
 >>>> > bit, leaving 10 tracks at 24 bit...Crackles came =
 back
>>>when
 =3D3D
 >>>> >bouncing=3D3D20
 >>>> > the entire mix. That's where I'm at. I can always do=3D3D20
 >>>> > the
spdif
>>>bounce method...it's a real hassle because =
 of
 =3D3D
 >>>> >the way=3D3D20
 >>>> > my moitoring and
work
>>>flow is, but it's doable, and =
 =3D3D
 >>>> >seems to=3D3D20
 >>>> > work, but I'd like to get this thing
>>>figured out. =3D3D
 >>>> >
>>>I've=3D3D20
 >>>> > had it for today. Going to crash.
>>>Rod
>>>"Rod =3D3D
 >>>> >Lincoln"=3D3D20
 >>>> > <<A=3D3D20
 >>>> > =3D3D
 >>>> =3D
 =
 >>>>>href=3D3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.r=
 r.com<=3D
 >>>>/A>=3D3D
 >>>> >=3D3D20
 >>>> > wrote:
>>>
>>>Well, I THOUGHT I had my "bounce =3D3D


```

>>>> >to=3D3D20
>>>> > disk" crackles whipped, but they came<BR>>>>back. This time I =
=3D3D3D
>>>> >
>>>> > re-patched and did a spdif bounce and that seemed=3D3D20
>>>> > to<BR>>cure<BR>>>>it. I haven't tried it yet with bounce to =
=3D3D3D
>>>> >disk to=3D3D20
>>>> > verify that the crackling<BR>>>>comes back, but I bet it =
=3D3D3D
>>>> >will. I=3D3D20
>>>> > wonder what could be causing this? =3D3D3D
>>>> >The<BR>>>>last<BR>>>>time I=3D3D20
>>>> > did a fresh install of my system (via ghost) and it seemed =
to=3D3D20
>>>> > get<BR>>>>rid of it, for a while. I'm going to try a bounce =
=3D3D3D
>>>> >to disk=3D3D20
>>>> > and see if the<BR>>>>crackles return.<BR>>>>The way =3D3D3D
>>>> >my=3D3D20
>>>> > system is set up, because of space limitations, and =
the=3D3D20
>>>> > fact<BR>>>>that<BR>>>>I have to have my drums basically =3D3D3D
>>>> >in the=3D3D20
>>>> > mix position (facing the other<BR>>>>way)<BR>>>>makes it =3D3D3D
>>>> >A=3D3D20
>>>> > FREAKIN PITA to crawl behind the gear and unplug the=3D3D20
>>>> > spdif<BR>cable<BR>>>>going to the DAC-1 and re-patch a cable =
=3D3D3D
>>>> >loop. I=3D3D20
>>>> > accidentally unplugged something<BR>>>>while doing it, and had =
=3D3D3D
>>>> >to rip=3D3D20
>>>> > abouat half the system out to find=3D3D20
>>>> > =3D3D3D
>>>> >it.<BR>ERRRRRRRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>>>><BR>><BR></BLO=3D3D3D
>>>> >CKQUOTE>
>>>> ><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to =
fight
=3D
>>>>spam, =3D3D3D
>>>> >and=3D3D20
>>>> >you?<BR><A=3D3D20
>>>> =3D
=
>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.=
com/re=3D
>>>>fer=3D3D3D

```

```

>>>> >.html</A> </FONT></DIV></BODY></HTML>
>>>> >
>>>> >
>>>>
>>>>
>>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>><HTML><HEAD>
>>>><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>>>> charset=3D3Diso-8859-1">
>>>><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>>><STYLE></STYLE>
>>>></HEAD>
>>>><BODY bgColor=3D3D#ffffff>
>>>><DIV><FONT face=3D3DArial size=3D3D2>Okay Rod,</FONT></DIV>
>>>><DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
size=3D3D2>How about
one
>>>=3D
>>>>track with=3D20
>>>>the UAD plugs</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
size=3D3D2>that has a
>=3D
>>>>few rough spots=3D20
>>>>that are amplified</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
size=3D3D2>by the plugin
>>>=3D
>>>>
>>>>set?</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
>>>>size=3D3D2></FONT> </DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
size=3D3D2>Mute one =3D
>>>>track at a time to=3D20
>>>>find it. PITA for sure.</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
>>>>size=3D3D2>???</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
>>>>size=3D3D2>Tom</FONT></DIV></DIV>
>>>><BLOCKQUOTE=3D20
>>>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px; =3D
>>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>> <DIV>"Rod Lincoln" <<A=3D20
>>>> =3D
=

```

>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
 &g=3D
 >>>>t;=3D20
 >>>> wrote in message <A=3D20
 >>>> =
 href=3D3D"news:472f2455\$1@linux">news:472f2455\$1@linux...</DIV>
I
 >>>>=3D
 >>>>agree=3D20
 >>>> with you, except that when I play back an old project that =3D
 >>>>didn't
have the=3D20
 >>>> problem, it doesn't crackl, even with more tracks and the same =
 =3D
 >>>>plugs
as the=3D20
 >>>> ppj's that crackle.
Rod
"Tom Bruhl" <<A=3D20
 >>>> =
 href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20
 >>>> wrote:
>
>
>Hey Rod,
>Do the crackles repeat=3D20
 >>>> themselves in exactly the same places
>on play back? If =3D
 >>>>not, I'd=3D20
 >>>> look at hardware. Do they show up
>in the waveform or are =3D
 >>>>they to=3D20
 >>>> low in level? =3D3D20
>
>If you suspect hardware I'd think =
 =3D
 >>>>CPU, fan=3D20
 >>>> (make it cold!) or
>power supply. Not in that order. =3D
 >>>>Start=3D20
 >>>> with the cheapest fixes first.
>Maybe you were right way back =
 =3D
 >>>>with the=3D20
 >>>> bad UAD assumption?
>
>Still kickin' Paris=3D20
 >>>> around,
>Tom
>
> "Rod Lincoln" <<A=3D20
 >>>> =3D
 =
 >>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
 &g=3D
 >>>>t;=3D20
 >>>> wrote in message =3D
 >>>>=3D3D
>news:472e82a3\$1@linux...
>
> Neil,=3D20
 >>>> thanks for your response. see my answers interleaved =3D
 >>>>below
> =3D20
 >>>> Rod
> "Neil" <<A =3D
 >>>>href=3D3D"mailto:OIU@l.com">OIU@l.com>=3D20
 >>>> wrote:
> >
> >This is weird... have you =3D
 >>>>tried=3D20
 >>>> any of the following:
> >
> >1.) pan =3D
 >>>>everything=3D20
 >>>> to center, and then see if it still shows up
> >on the =3D
 >>>>left=3D20

>>>> channel? or is the crackling then centered?
>
> =3D
 >>>>Everything=3D20
 >>>> Panned Ctr still Crackles
> >
> >2.) =3D
 >>>>removing=3D20
 >>>> ALL plugins & EFX, and bouncing dry/clean like
> =3D
 >>>>>that,=3D20
 >>>> with everything panned as you normally would for this
> =3D
 >>>>>mix?=3D20
 >>>> This includes anything inserted across the =3D
 >>>>2-buss.
>
> =3D20
 >>>> Bounce with No FX (Auxes, both internal and external) still=3D20
 >>>> Crackles
>
> Bounce with no plugs...this does =3D
 >>>>produce a=3D20
 >>>> crackle free bounce. I =3D3D
>tried this
> the first =3D
 >>>>time it=3D20
 >>>> happened a couple weeks ago, and thought I had it =3D20
 >>>> =3D3D
>narrowed
> down to the UAD plugs. I re-ghosted =3D
 >>>>to a sys=3D20
 >>>> version that had an =3D3D
>earlier
> UAD install =3D
 >>>>(can't remember=3D20
 >>>> the number, it had the Helios, but not =3D
 >>>>the
=3D3D
>Neve
> =3D20
 >>>> 88)and the crackles went away, so I thought it was a software =
 rev=3D20
 >>>> that
=3D3D
>Paris
> didn't like, but just to be =3D
 >>>>sure I=3D20
 >>>> reloaded the new version of the =3D
 >>>>UAD
=3D3D
>software
> (the=3D20
 >>>> one with the Neve 88) and it still didn't crackle. At that=3D20
 >>>> point
=3D3D
>I
> thought it might be something else =3D
 >>>>
 >>>> altogether and since I am in the =3D3D
>middle
> of a =3D
 >>>>mixing=3D20
 >>>> project that I'm using the Neve 88 plug on a lot (love =
 =3D3D
>what
 >=3D
 >>>>
 >>>> it
> does) I just went for it, listening closely to =3D
 >>>>bounces. I=3D20
 >>>> actually did
=3D3D
>2
> bounces of every mix and =3D
 >>>>listened=3D20
 >>>> back to both at the same time, out =3D3D
>of phase
> =3D
 >>>>with each=3D20
 >>>> other, to hear the difference, since the crackles appeared =3D
 >>>>=3D3D
>to=3D20
 >>>> be
> random.) There were maybe 1 or 2 crackles per song on =
 =3D
 >>>>a=3D20

>>>> couple songs,
=3D3D
>and
> no crackles on the other =3D
 >>>>3 (that=3D20
 >>>> I've done so far). I'm wondering now
=3D3D
>if
> it =3D
 >>>>is a UAD=3D20
 >>>> rev problem that only shows up after some wear and tear=3D20
 >>>> on
=3D3D
>the
> sys. I'm going to re-ghost and =3D
 >>>>re-load=3D20
 >>>> the=3D3D20
> UAD software (Neve 88 ver) tommorrow and see =3D
 >>>>what=3D20
 >>>> happens.
> Just to reiterate...when I did a spdif bounce, =3D
 >>>>even=3D20
 >>>> with my system as
=3D3D
>it
> is tonight, there are =3D
 >>>>no=3D20
 >>>> crackles. That's wierd. Also the crackles =3D
 >>>>=3D3D
>never
> show=3D20
 >>>> till listening to the bounced file.
> >
> =3D
 >>>>>3.)=3D20
 >>>> can you determine where the crackle rears it's ugly =3D
 >>>>head?
> =3D20
 >>>> >IOW, is it constant, more or less, or is it intermittent? =3D
 >>>>If
> =3D20
 >>>> >it's intermittent, does it seem to coincide with any=3D20
 >>>> particular
> >instrument or track? For example, could =3D
 >>>>it be a=3D20
 >>>> particular
> >plugin on the - let's say - cowbell =3D
 >>>>track, which=3D20
 >>>> occurs though
> >most of the song, but not on the =3D
 >>>>(confounded)=3D20
 >>>> bridge?
>
> totally random...not in anyway =3D
 >>>>associated with a=3D20
 >>>> particular =3D3D
>instrument. Fairly
> study though, =3D
 >>>>like a bowl=3D20
 >>>> of rice crispies.
> >
> >4.) =3D
 >>>>mute/disconnect the=3D20
 >>>> right channel when listening back to
> >the =3D
 >>>>crackle-infested=3D20

Subject: Re: OT Cubase computer probs ... No?

Posted by [DJ](#) on Thu, 18 Oct 2007 16:56:30 GMT

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/>

>>>> bounce to see if there's any pattern that=3D3D20
> >might =3D
 >>>>apply to=3D20
 >>>> (3) above?
>
> none
> >
> =3D
 >>>>>5.)=3D20
 >>>> Is the crackle happening on ALL systems? IOW, have you
> =

=3D20

>>>> >burned a CD of the bounced tracks & played it back on a=3D20
>>>> home
> >stereo, in your car, on headphones, etc? Is it =3D
>>>>possible=3D20
>>>> that
> >for some odd reason the crackle is due to =3D
>>>>something in=3D20
>>>> your
> >monitoring setup that isn't showing up on =3D
>>>>regular=3D20
>>>> playback, but
> >might be showing up on a rendered=3D20
>>>> file?
> This first came to my attention after I burned a =3D
>>>>CD of=3D20
>>>> test mixes for
=3D3D
>the
> client and he called me =3D
>>>>after he=3D20
>>>> got home and listened on his system =3D3D
>(this
> was =3D
>>>>an audio=3D20
>>>> CD)so I would say it happens on all systems...but I =
=3D3D
>havn't=3D20
>>>> burnt
> another CD yet.
> It does happen on my =3D
>>>>NS 10's=3D20
>>>> as well as my Mackie 824's. The 824's =3D3D
>are =3D
>>>>hooked
> =3D20
>>>> up thru the spdif out of the mec to a DAC-1 to a PVC passive =
volume=3D20
>>>> =3D3D
>control.
> The NS 10's are hooked up thru 2 =3D
>>>>analogue outs=3D20
>>>> from the Mec into a GFA
=3D3D
>power
> amp. =3D
>>>>Crackles exist=3D20
>>>> on the left channel on both sets of speakers.
&g

Subject: Re: OT Cubase computer probs ... No?

Posted by [Tom Bruhl](#) on Thu, 18 Oct 2007 17:26:23 GMT

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t;>
> I appreciate your thought process. =3D

>>>>If this=3D20
>>>> makes a light go off for =3D3D
>you,
> please let me=3D20
>>>> know.
> >
> >Can you e-mail me an mp3 =3D
>>>>file of=3D20
>>>> any song or songs that it's
> >doing this on? If so, =3D
>>>>send it=3D20
>>>> to: neil DOT henderson AT
> =3D
>>>>>sbcglobal DOT=3D20
>>>> net I'd be curious as to what it sounds=3D20
>>>> like.
>
> will Do
> >
> =3D20
>>>> >Neil
> >
> >
> >"Rod =3D
>>>>Lincoln"=3D20
>>>> <<A=3D20

```

>>>> =3D
=
>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
</A>&g=3D
>>>>t;=3D20
>>>> wrote:<BR>> >><BR>> >>OK..I got =3D
>>>>everything=3D20
>>>> hooked backk up and sure enough, the crackle =3D
>>>>is<BR>=3D3D<BR>>back<BR>> =3D20
>>>> >>on bounce to disk...in the left channel only, same as always. =
=3D
>>>>I=3D20
>>>> =3D3D<BR>>tried panning<BR>> >>everything oppisite, =3D
>>>>crackle,=3D20
>>>> tried lowering levels, crackle.<BR>> >>When I took all =3D
>>>>the=3D20
>>>> tracks off the submixes except for the drums=3D20
>>>> on<BR>=3D3D<BR>>submix<BR>> >>1, there were NO =3D
>>>>crackles. There=3D20
>>>> were also NO crackles when bouncing<BR>=3D3D<BR>>audio<BR>> =
=3D20
>>>> >>from any submix by itself.=3D3D20<BR>> >>This is =3D
>>>>a 24 bit=3D20
>>>> mix with 24 bit tracks, so I tried (advice from =3D
>>>>=3D3D<BR>>Aaron)<BR>> =3D20
>>>> >rendering<BR>> >>some of the tracks to 16 bit. I =3D
>>>>rendered=3D20
>>>> all the drums (15 tracks) =3D3D<BR>>and<BR>> 5<BR>> =3D
>>>>
>>>> >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
=3D
>>>>
>>>> came<BR>=3D3D<BR>>back<BR>> >>when bouncing the entire =3D
>>>>mix.=3D20
>>>> That's where I'm at. I can always do =3D3D<BR>>the<BR>> =3D20
>>>> spdif<BR>> >>bounce method...it's a real hassle because =3D
>>>>of the=3D20
>>>> way my moitoring =3D3D<BR>>and<BR>> work<BR>> =3D
>>>>>>flow=3D20
>>>> is, but it's doable, and seems to work, but I'd like to get =3D
>>>>=3D3D<BR>>this=3D20
>>>> thing<BR>> >>figured out.=3D3D20<BR>> =3D
>>>>>>I've had it=3D20
>>>> for today. Going to crash.<BR>> >>Rod<BR>> =3D20
>>>> >>"Rod Lincoln" <<A=3D20
>>>> =3D
=
>>>>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.c=

```


om=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 out to find =3D3D
>it.
> =3D20
 >>> ERRRRRRRRRRRRRRRRRRRRRR!
> >>>Rod
> =3D20
 >>> >>
> >
>

Subject: Re: OT Cubase computer probs ... No?
 Posted by [steve the artguy](#) on Thu, 18 Oct 2007 19:28:10 GMT
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rs interleaved=3D20
 >>>> =3D3D
>below
Rod
"Neil"=3D3D20
> =3D
 >>>><<A=3D20

>>>> href=3D3D3D"<A=3D20
>>>> =3D
=
>>>>href=3D3D'mailto:OIU@l.com">OIU@l.com</A'>mailto:OIU@l.com">OIU@l.com=
<=3D
>>>>;/A>>=3D20
>>>> =3D3D
>wrote:
>
>This =3D
>>>>is=3D3D20
> weird...=3D20
>>>> have you tried any of the following:
>
>1.)=3D20
>>>> pan=3D3D20
> everything to center, and then see if it still =
=3D
>>>>shows=3D20
>>>> up
>on the =3D3D
>left=3D3D20
> channel? or =3D
>>>>is the=3D20
>>>> crackling then centered?

Everything Panned =3D
>>>>=3D3D
>Ctr=3D20
>>>> still=3D3D20
> Crackles
>
>2.) =3D
>>>>removing ALL=3D20
>>>> plugins & EFX, and =3D3D
>bouncing=3D3D20
> =3D
>>>>dry/clean=3D20
>>>> like
>that, with everything panned as you normally =3D
>>>>=3D3D
>would=3D20
>>>> for=3D3D20
> this
>mix? This includes anything =3D
>>>>inserted=3D20
>>>> across the=3D3D20
> 2-buss.

Bounce with =3D
>>>>No FX=3D20
>>>> (Auxes, both internal and external) =3D
>>>>=3D3D
>still=3D3D20
> =3D20
>>>> Crackles

Bounce with no plugs...this does produce a =3D
>>>>crackle=3D20
>>>> =3D3D
>free=3D3D20
> bounce. I tried this
the =3D
>>>>first time it=3D20
>>>> happened a couple weeks ago,<
