

---

Subject: Re: Paris AES dinner  
Posted by [justcron](#) on Sat, 18 Aug 2007 03:22:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

set up, because of space limitations, and the=3D20  
>>> > fact<BR>>>that<BR>>>>I have to have my drums basically =3D  
>>> >in the=3D20  
>>> > 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  
>>> > about half the system out to find=3D20  
>>> > =3D  
>>> >it.<BR>ERRRRRRRRRRRRRRRRRRRRRR!<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>  
>>> >  
>&

---

---

Subject: Paris AES dinner  
Posted by [Tyrone Corbett](#) on Mon, 15 Oct 2007 18:04:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

great stuff,=20  
> thanks.<BR>>>><BR>>>><BR>>>>"Mike Audet"=20  
> <mike@....> wrote in message <A=20  
> =  
>href=3D"news:472923eb\$1@linux">news:472923eb\$1@linux</A>...<BR>>>>&g=  
>t;><BR>>>>=20  
> Yo, Yo!<BR>>>>><BR>>>>> The EQ4+ has been =  
>released=20  
> into the wild!<BR>>>>><BR>>>>> It's a stereo, =  
>4 band=20  
> eq that can be set to high pass, low pass,=20  
> high<BR>>>><BR>>>>> shelf,<BR>>>>> low =  
>shelf,=20  
> band pass, or parametric filters, with metering at=20

> every<BR>stage.<BR>>>><BR>>>> How cool is=20  
> that?<BR>>>>&gt;

---

---

Subject: Re: Paris AES dinner  
Posted by [Tyrone Corbett](#) on Mon, 15 Oct 2007 18:14:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

;<BR>>>> A special thanks goes =  
>out to=20  
> Chuck for his BarbQ. This is=20  
> basically<BR>a<BR>>>4<BR>>>> band stereo =  
>version of his=20  
> plugin on steroids.<BR>>>><BR>>>>=20  
> Enjoy!<BR>>>> Download at: <A=20  
> =  
>href=3D"http://www.ensoniq.ca">www.ensoniq.ca</A><BR>>>><BR>=  
>>>>=20  
> Mike<BR>>>><BR>>>><BR>>>>=20  
> <BR>>>><BR>>>><BR>>>><BR>><BR></BLOCKQUOTE>  
><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
>and=20  
>you?<BR><A=20  
>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
>.html</A> </FONT></DIV></BODY></HTML>  
>  
>DJ - you can use the record to track function in 4.1 to do this. I can't  
recall if audio tracks can be sources for new audio tracks, but I think they  
can - if not, just make a group for each track and then create however many  
new tracks you need, assign those groups as inputs for the new tracks, set  
your range for each song and record them (set the record folder to a new  
folder for each song if you want).

Dedric

On 11/4/07 10:19 AM, in article 472e00c1\$1@linux, "DJ" <animix \_ at \_ animas  
\_ dot \_ net> wrote:

> So LaMont,  
>  
> If I drop one of these as a plugin on each track, I can set a destination  
> folder, play the track from POB to POE and it will render new .wav files to  
> the destination folder which I can then import into a new project????  
>  
> Thanks,  
>  
> DeeJ  
>

> "LaMont" <jjdpro@gmail.com> wrote in message news:472dfdbc\$1@linux...  
>>  
>> Nice, but does let you  
>>  
>> -render "mono" wav file  
>> -Asio  
>>  
>> "Neil" <OIU@OI.com> wrote:  
>>>  
>>> "LaMont" <jjdpro@gmail.com> wrote:  
>>>>  
>>>> Good job!! it's funny that Acid has the "Save as >Render> all tracks as  
>>> "Separate  
>>>> Files" feature, AND most so called Pro DAWs don't..  
>>>>  
>>>> I have to use this plugin <http://www.silverspike.com/?Products:Tapelt>  
>>  
>>>>  
>>>> Work like a charm, and for 20 bucks it does save time for rendering  
>>>> tracks..  
>>>  
>>>  
>>> Free:  
>>>  
>>> <http://www.voxengo.com/product/recorder/>  
>>>  
>>>  
>>  
>  
>Hi Johnny,

I've never regretted buying it. It's definitely a nice upgrade. It will load all your old projects just fine, plus you'll get the graphical EQs, fader linking, and some other nice features.

Cheers,

Mike

"Johnny Blaze" <johnny728@yahoo.com> wrote:

>  
>I want to know what everyone thinks about the stability of v3.0? I have  
a  
>pentium 4 2.4ghz machine running Paris v2.2 and everything seems stable  
overall,  
>a few glitches come up occasionally when I shut down Paris it gives an error.  
> It doesn't do this everytime, but sometimes I choose Quit and it closes  
and

>gives that Microsoft send error window. I'm wondering if I should just  
reinstall  
>Paris and use the v3.0? Will it be compatible with my recordings I've done  
>in v2.2? And is it worth the upgrade? Also wondering if it costs money  
>to update to v3.0. From what I read here it appears I have to purchase  
the  
>update. Where would I purchase this update?  
>  
>Sincerely,  
>  
>Johnny  
>Paris demo on any sound card ???Nope. Unfortunately.

"omegar1954" <omegar1954@yahoo.com> wrote:  
>Paris demo on any sound card ???  
>  
>Hi Neil,

Some of this has to do with the actual physical I/O limitations of a MADI card and the way I am interfacing my outboard hardware. the explanation would make your head hurt ...but the other (main) reason I have things set up this way is to use the slave machine for VSTi's or video while using the master for audio. I'm going to be composing music for videos here shortly and I'm needing to make sure I've got a dedicated comp for it. Also, for working with VSTi's, when BFD2 is released, I'll have 18 separate mono (or whatever combination of stereo) tracks that I can stream digitally from slave (running BFD) to Master (running my 4 x UAD1 cards).

Tracking this project to two comps was more of an experimet than anything else, just to see if it would work. I had a template set up on the master machine that would have been easy to switch to had this turned into a cluster\*\*\*\*. It was pretty cool to do it this way. I think I coul have probably tracked all 18 tracks at 1.5ms latency without ASIO direct monitoring with no problem. They're coming back in here at 2:00 for dubs and I may try this as a quick experiment just to see (if they all show-the bassist doesn't need to come back so he may not show).

Unfortunately, a couple of months back I had a major crash of the system drive that had your tracking templates on it and wasn't able to recover those (and a lot of other stuff ;o(.

Deej

"Neil" <IOU@OI.com> wrote in message news:472d6835\$1@linux...  
>  
> Questions:  
>

> 1.) Why did you feel the need for a slave comp? I'm tracking  
> bands at 88.2k/24 bit with more than this many tracks at once,  
> using two Multifascia, on one PC that's got less horsepower than  
> yours (as I recall), with no issues.  
>  
> 2.) I noticed in your reply to Rod that you said you had set up  
> some tracking templates that made things easier... did any of  
> the templates that i sent you awhile back help at all?  
>  
> Neil  
>  
>  
> "DJ" <animix \_ at \_ animas \_ dot \_ net> wrote:  
>>Just finished tracking a punk band. we just went balls to the wall 10 drum  
>  
>>mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,  
>  
>>rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create  
> a  
>>new song each time. I just "rolled disk" and tracked 12 songs back to  
>>back.  
>>  
>>Now I've got to split them into separate tracks and render each one  
>>individually.  
>>  
>>This sucks.  
>>  
>>One thing that didn't suck though was tracking the drums and bass on a  
>>pair  
>  
>>of Multifascia on my slave comp while tracking vox and guitars on the  
>>master  
>  
>>machine.  
>>  
>>Neither comp was breathing hard at all and Systemlink worked like a dream.  
>>  
>>  
>>  
>>  
>>  
>>  
>>  
>>  
>Actually,

Since the session is still set up with all of the live mics, I just fired up  
all the preamps, turned off ASIO Direct Monitoring and set the buffers to  
32k (1.5 ms, which is actually 3ms due to some terminology voodoo that RME

has going on-they implement a 32k buffer within the hardware that is not adjustable so when the control panel states that you are set to 32k, you are already dealing with a 32k pre-buffer..but anyway). On the slave project, I had Ivory VST, Halion, Garritan Personal Orchestra, BFD and a couple of synths set up and loaded as part of it's default. When recording 12 tracks at 32k, my CPU was running at about 35-40% but I was getting occasional spikes. After unloading the VSTi's both machines were using about 15% CPU-12 tracks being recorded on the slave and 8 tracks being recorded on the master.

This is at 44.1. Once this session is done, before I break everything down, I'll set this stuff up on an 88.2 project and give it a run for the money.

I  
'm still not too crazy about the audible latency at 3 (actual) ms. It sounds phasey to me when compared to ADM.

;o)

"DJ" <animix \_ at \_ animas \_ dot \_ net> wrote in message  
news:472e095e\$1@linux...

> Hi Neil,

>

> Some of this has to do with the actual physical I/O limitations of a MADI  
> card and the way I am interfacing my outboard hardware. the explanation  
> would make your head hurt ...but the other (main) reason I have things set  
> up this way is to use the slave machine for VSTi's or video while using  
> the master for audio. I'm going to be composing music for videos here  
> shortly and I'm needing to make sure I've got a dedicated comp for it.  
> Also, for working with VSTi's, when BFD2 is released, I'll have 18  
> separate mono (or whatever combination of stereo) tracks that I can stream  
> digitally from slave (running BFD) to Master (running my 4 x UAD1 cards).

>

> Tracking this project to two comps was more of an experimet than anything  
> else, just to see if it would work. I had a template set up on the master  
> machine that would have been easy to switch to had this turned into a  
> cluster\*\*\*\*. It was pretty cool to do it this way. I think I coul have  
> probably tracked all 18 tracks at 1.5ms latency without ASIO direct  
> monitoring with no problem. They're coming back in here at 2:00 for dubs  
> and I may try this as a quick experiment just to see (if they all show-the  
> bassist doesn't need to come back so he may not show).

>

> Unfortunately, a couple of months back I had a major crash of the system  
> drive that had your tracking templates on it and wasn't able to recover  
> those (and a lot of other stuff ;o( . )

>

> Deej  
>  
>  
> "Neil" <IOU@OI.com> wrote in message news:472d6835\$1@linux...  
>>  
>> Questions:  
>>  
>> 1.) Why did you feel the need for a slave comp? I'm tracking  
>> bands at 88.2k/24 bit with more than this many tracks at once,  
>> using two Multifascia, on one PC that's got less horsepower than  
>> yours (as I recall), with no issues.  
>>  
>> 2.) I noticed in your reply to Rod that you said you had set up  
>> some tracking templates that made things easier... did any of  
>> the templates that i sent you awhile back help at all?  
>>  
>> Neil  
>>  
>>  
>> "DJ" <animix \_ at \_ animas \_ dot \_ net> wrote:  
>>>Just finished tracking a punk band. we just went balls to the wall 10  
>>>drum  
>>  
>>>mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,  
>>  
>>>rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create  
>> a  
>>>new song each time. I just "rolled disk" and tracked 12 songs back to  
>>>back.  
>>>  
>>>Now I've got to split them into separate tracks and render each one  
>>>individually.  
>>>  
>>>This sucks.  
>>>  
>>>One thing that didn't suck though was tracking the drums and bass on a  
>>>pair  
>>  
>>>of Multifacia on my slave comp while tracking vox and guitars on the  
>>>master  
>>  
>>>machine.  
>>>  
>>>Neither comp was breathing hard at all and Systemlink worked like a  
>>>dream.  
>>>  
>>>  
>>>

>>>  
>>>  
>>>  
>>>  
>>  
>  
>Mike,

Matt Craig already did the big reverb, including UIs and translating all presets :) I need to find it and send it to you so you can post it.

Chuck

"Mike Audet" <mike@.....> wrote:

>  
>Hi Dimitrios,  
>  
>Thanks for your kind words!  
>  
>I've been reading up more on the architecture of the ESP2, and I'm not sure  
>I can make one plugin instance talk to another. All the memory is inside  
>the chip, and it's probably all stack based. So, once an instance of a  
plugin  
>is loaded, it can only see its own variables. But it is something I'd like  
>to try and work around, if possible. :)  
>  
>One thing I did get working, though, is the big reverb. I still have to  
>figure out what parameters to sent it - there's like 25 of them or something  
>with next to no documentation, and I have to build a GUI. But, I'm really,  
>really close to getting it out.  
>  
>I was thinking we could all work together getting some presets going for  
>it. It's really cool. It allows you to change the internal resonances  
of  
>the reverb so it can be made to sound like a plate or a room or a concert  
>hall, etc. This way, we don't have to rely on Matt's code, too. I feel  
>a little uncomfortable releasing someone's software without their permission.  
> And, I don't have a copy of it anyway.  
>  
>I'm hoping by the end of this next week I'll have it out.  
>  
>Thanks again!  
>  
>Mike  
>  
>"Dimitrios" <musurgio@otenet.gr> wrote:  
>>  
>>Thanks Mike !!  
>>I will send some more money...

>>You need more support in what you are doing !  
>>Come on guys, at least some thank you posts will make this guy feel better  
>>!  
>>He is the last apache !  
>>Dear Mike,  
>>can you make the compressor stereo for insert !?  
>>Means something like your ducker.  
>>So as when we have a stereo OH's on channels 1 and 2 then by putting one  
>>or two instances of compressor that one gets the sync signal from the other  
>>as to have identical attack release threshold settings ?  
>>Thanks for what you are doing once again !  
>>Regards,  
>>Dimitrios  
>>  
>>"Mike Audet" <mike@....> wrote:  
>>>  
>>>Thanks, Rob! Let me know if/when it's useful. I'm dying to hear how these  
>>>things are being used.  
>>>  
>>>All the best,  
>>>  
>>>Mike  
>>>  
>>>  
>>>"Rob Arsenault" <mani1147athotmaildotcom> wrote:  
>>>>Way to go Mike, great stuff, thanks.  
>>>>  
>>>>  
>>>>"Mike Audet" <mike@....> wrote in message news:472923eb\$1@linux...  
>>>>  
>>>>> Yo, Yo!  
>>>>>  
>>>>> The EQ4+ has been released into the wild!  
>>>>>  
>>>>> It's a stereo, 4 band eq that can be set to high pass, low pass, high  
>>>>>  
>>>>> shelf,  
>>>>> low shelf, band pass, or parametric filters, with metering at every  
>>>>> stage.  
>>>>>  
>>>>> How cool is that?  
>>>>>  
>>>>> A special thanks goes out to Chuck for his BarbQ. This is basically  
>>a  
>>>4  
>>>> band stereo version of his plugin on steroids.  
>>>>>  
>>>>> Enjoy!



>> >individually.  
>> >  
>> >This sucks.  
>> >  
>> >One thing that didn't suck though was tracking the drums and bass on a  
> pair  
>>  
>> >of Multifacia on my slave comp while tracking vox and guitars on the  
> master  
>>  
>> >machine.  
>> >  
>> >Neither comp was breathing hard at all and Systemlink worked like a  
> dream.  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>> >  
>>  
>  
>you need a snap server dude, or a SAN, or maybe even Windows Home Server.

"DJ" <animix \_ at \_ animas \_ dot \_ net> wrote in message  
news:472e095e\$1@linux...

> Hi Neil,  
>  
> Some of this has to do with the actual physical I/O limitations of a MADI  
> card and the way I am interfacing my outboard hardware. the explanation  
> would make your head hurt ...but the other (main) reason I have things set  
> up this way is to use the slave machine for VSTi's or video while using  
> the master for audio. I'm going to be composing music for videos here  
> shortly and I'm needing to make sure I've got a dedicated comp for it.  
> Also, for working with VSTi's, when BFD2 is released, I'll have 18  
> separate mono (or whatever combination of stereo) tracks that I can stream  
> digitally from slave (running BFD) to Master (running my 4 x UAD1 cards).  
>  
> Tracking this project to two comps was more of an experimet than anything  
> else, just to see if it would work. I had a template set up on the master  
> machine that would have been easy to switch to had this turned into a  
> cluster\*\*\*\*. It was pretty cool to do it this way. I think I coul have  
> probably tracked all 18 tracks at 1.5ms latency without ASIO direct  
> monitoring with no problem. They're coming back in here at 2:00 for dubs  
> and I may try this as a quick experiment just to see (if they all show-the  
> bassist doesn't need to come back so he may not show).

>  
> Unfortunately, a couple of months back I had a major crash of the system  
> drive that had your tracking templates on it and wasn't able to recover  
> those (and a lot of other stuff ;o( . )  
>  
> Deej  
>  
>  
> "Neil" <IOU@OI.com> wrote in message news:472d6835\$1@linux...  
>>  
>> Questions:  
>>  
>> 1.) Why did you feel the need for a slave comp? I'm tracking  
>> bands at 88.2k/24 bit with more than this many tracks at once,  
>> using two Multifascia, on one PC that's got less horsepower than  
>> yours (as I recall), with no issues.  
>>  
>> 2.) I noticed in your reply to Rod that you said you had set up  
>> some tracking templates that made things easier... did any of  
>> the templates that i sent you awhile back help at all?  
>>  
>> Neil  
>>  
>>  
>> "DJ" <animix \_ at \_ animas \_ dot \_ net> wrote:  
>>>Just finished tracking a punk band. we just went balls to the wall 10  
>>>drum  
>>  
>>>mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,  
>>  
>>>rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create  
>> a  
>>>new song each time. I just "rolled disk" and tracked 12 songs back to  
>>>back.  
>>>  
>>>Now I've got to split them into separate tracks and render each one  
>>>individually.  
>>>  
>>>This sucks.  
>>>  
>>>One thing that didn't suck though was tracking the drums and bass on a  
>>>pair  
>>  
>>>of Multifacia on my slave comp while tracking vox and guitars on the  
>>>master  
>>  
>>>machine.  
>>>

>>>Neither comp was breathing hard at all and Systemlink worked like a  
>>>dream.  
>>>  
>>>  
>>>  
>>>  
>>>  
>>>  
>>>  
>>  
>  
>Hi Chuck,

It would be great to get a copy of it, if only for the presets.

When I last corresponded with Matt, he wanted to charge for his version.  
And that's ok, but I'm within a stone's throw of having my own version built.  
I think if you can get a copy to me, I'll try to contact Matt to see if  
he approves of releasing it. I probably won't be able to stop myself from  
looking at his presets and using them for my own version if I can't find  
him, though.

All I have left to do is assign knobs to the variables. I've been testing  
it with a stub interface without controls, just checking out how different  
default values sound.

Thanks again for everything!

Mike

"chuck duffy" <c@c.com> wrote:

>  
>Mike,  
>  
>Matt Craig already did the big reverb, including UIs and translating all  
>presets :) I need to find it and send it to you so you can post it.  
>  
>Chuck  
>"Mike Audet" <mike@.....> wrote:  
>>  
>>Hi Dimitrios,  
>>  
>>Thanks for your kind words!  
>>  
>>I've been reading up more on the architecture of the ESP2, and I'm not  
sure  
>>I can make one plugin instance talk to another. All the memory is inside

>>the chip, and it's probably all stack based. So, once an instance of a  
>plugin  
>>is loaded, it can only see its own variables. But it is something I'd  
like  
>>to try and work around, if possible. :)  
>>  
>>One thing I did get working, though, is the big reverb. I still have to  
>>figure out what parameters to sent it - there's like 25 of them or something  
>>with next to no documentation, and I have to build a GUI. But, I'm really,  
>>really close to getting it out.  
>>  
>>I was thinking we could all work together getting some presets going for  
>>it. It's really cool. It allows you to change the internal resonances  
>of  
>>the reverb so it can be made to sound like a plate or a room or a concert  
>>hall, etc. This way, we don't have to rely on Matt's code, too. I feel  
>>a little uncomfortable releasing someone's software without their permission.  
>> And, I don't have a copy of it anyway.  
>>  
>>I'm hoping by the end of this next week I'll have it out.  
>>  
>>Thanks again!  
>>  
>>Mike  
>>  
>>"Dimitrios" <musurgio@otenet.gr> wrote:  
>>>  
>>>Thanks Mike !!  
>>>I will send some more money...  
>>>You need more support in what you are doing !  
>>>Come on guys, ate least some thank you posts will make this guy feel better  
>>>!  
>>>He is the last apachi !  
>>>Dear Mike,  
>>>can you make the compressor stereo for insert !?  
>>>Means something like your ducker.  
>>>So as when we have a stereo OH's on channels 1 and 2 then by putting one  
>>>or two instances of compressor that one gets the sync signal from the  
other  
>>>as to have identical attack release threshold settings ?  
>>>Thanks for what you are doing once again !  
>>>Regards,  
>>>Dimitrios  
>>>  
>>>"Mike Audet" <mike@....> wrote:  
>>>>  
>>>>Thanks, Rob! Let me know if/when it's useful. I'm dying to hear how  
these

>>>>things are being used.  
>>>>  
>>>>All the best,  
>>>>  
>>>>Mike  
>>>>  
>>>>  
>>>>"Rob Arsenault" <mani1147athotmaildotcom> wrote:  
>>>>>Way to go Mike, great stuff, thanks.  
>>>>>  
>>>>>  
>>>>>"Mike Audet" <mike@....> wrote in message news:472923eb\$1@linux...  
>>>>>>  
>>>>>> Yo, Yo!  
>>>>>>  
>>>>>> The EQ4+ has been released into the wild!  
>>>>>>  
>>>>>> It's a stereo, 4 band eq that can be set to high pass, low pass, high  
>>>>>>  
>>>>>> shelf,  
>>>>>> low shelf, band pass, or parametric filters, with metering at every  
>>stage.  
>>>>>>  
>>>>>> How cool is that?  
>>>>>>  
>>>>>> A special thanks goes out to Chuck for his BarbQ. This is basically  
>>>a  
>>>>4  
>>>>>> band stereo version of his plugin on steroids.  
>>>>>>  
>>>>>> Enjoy!  
>>>>>> Download at: [www.ensoniq.ca](http://www.ensoniq.ca)  
>>>>>>  
>>>>>> Mike  
>>>>>>  
>>>>>>  
>>>>>>  
>>>>>  
>>>>>  
>>>>  
>>>  
>>  
>stopping to reload takes 10 freaking seconds tell a joke or something but  
definitely do separate projects or it will bit your assstopping to reload takes 10 freaking seconds  
tell a joke or something but  
definitely do separate projects or it will bite your assif you're gonna be dumb you better be tough  
!I'd be interested in hearing about your Ubuntu experiences, Dedric.

As for OSX 10.5, from what I'm seeing people report in general I don't expect any significant problems when I do the upgrade. I'm not aware of any changes in system disk formatting from what I already have, so whatever the issue was with that blog doesn't seem to apply to me (or most people).

But I'm waiting for two reasons. A) It's good to let the dust settle before jumping on a new OS upgrade and B) case in point: one of my animation programs has a reported display bug on 10.5 and I'm doing a lot of animation right now, with some pretty heavy deadlines. When they get their update out and I get past these deadlines I'll check into it again.

I'm especially looking forward to multiple desktops and integrated automated backups.

Cheers,  
-Jamie  
[www.JamieKrutz.com](http://www.JamieKrutz.com)

Dedric Terry wrote:

> On 11/3/07 3:15 PM, in article 472ce635@linux, "Jamie K"  
> <Meta@Dimensional.com> wrote:  
>  
>> Actually OSX has an "archive and install" option that is automatic. From  
>> what I'm reading, the vast majority of people are having no significant  
>> installations troubles with the 10.5 update. The example you cited is  
>> not at all typical, from what I'm reading.  
>  
> That's good to hear. Operating systems are starting to look more like  
> run-your-life systems. I just want it to sit there quietly and be seen only  
> as a desktop and not heard - no update prompts, no warnings, etc (I have my  
> WinXP systems running very quietly). ;-) Although, OSX and WinXP pale in  
> comparison to all of the copy protection we have to deal with in plugins etc  
> (I'm sure that's a big breath of fresh air with Logic - no dongle).  
>> Apple has also automated upgrading from one machine to another. Again,  
>> very easy.  
>>  
>> Erasing your hard drive is a different matter, and not necessary. But if  
>> you do, then you are courting some amount of hassles with 3rd party app  
>> registrations and such.  
>  
> The issue with Shelly's case was apparently a bug that saw the system drive  
> as an Apple partition, but I presume Leopard uses a different partition  
> scheme - apparently either wasn't or unsuspectingly was. That's an issue.  
>  
> Updating a service pack for WinXP has been a 10 minute click and load -

> never been a big deal.

>>

>>> Quite simply, OSX is subject to the same pitfalls and time-consuming hassles

>>> as any other OS. That's just life in the modern world of commercial

>>> bloat-OSs (both of them).

>> Keep telling yourself it's all the same. :^)

>>

>> I wouldn't trade the troubles of OSX for the troubles of Vista.

>

> I don't want the troubles of either. Vista is on my list of things to

> avoid, even though I have it on my laptop (argghh - nice "looking" OS with a

> very dark side ;-( - which I may replace with Ubuntu.

>

> Regards,

> Dedric

>

>> Cheers,

>> -Jamie

>> [www.JamieKrutz.com](http://www.JamieKrutz.com)

>>

>>

>>

>>> Dedric

>>>

>>> On 11/3/07 1:50 PM, in article 472cc2dc\$1@linux, "LaMont" <jjdpro@gmail.com>

>>> wrote:

>>>

>>>> This person does not need to be doing any kind of upgrading. Everything she

>>>> listed down below as to what to expect if you erase your system drive, is

>>>> very common knowledge.

>>>>

>>>> PC users are a bit more knowledgeable about these kinds of things. IF you are

>>>> building a new PC, you better have all of the software drivers, serial

>>>> numbers

>>>> etc ready on hand..

>>>>

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

>>>>> <begin paste>

>>>>>

>>>>> SHELLY PALMER REPORT:

>>>>> The Leopard Chronicles: Mac Hell Unleashed

>>>>> November 2 2007 5:36 AM PDT

>>>>>

>>>>> By Shelly Palmer

>>>>>

>>>>>

>>>>>

>>>>> One of my seriously Mac-addicted staff members stood in the rain last

>>>>> Friday  
>>>>> night to get us a five-pack of the Apple's new Leopard operating system.  
>>>>> Being only slightly less addicted, I set aside 40 minutes circa 8:30am  
>>>>> Saturday  
>>>>> morning to do the install. I stopped for the day about 11:30pm -- this is  
>>>>> my story.  
>>>>>  
>>>>> 08:30am --The Process -- Before attempting my Leopard install, I made a  
>>>>> disk  
>>>>> image (.dmg) file of my entire hard drive and placed it on my MacPro Quad  
>>>>> Core. This took about an hour. I had a versioned back up of my drive on  
>>>>> a  
>>>>> different external drive and I had all of my non-application files backed  
>>>>> up online, but I wanted to make absolutely sure that if something went  
>>>>> wrong,  
>>>>> I'd be covered. As it turns out, this was prescient.  
>>>>>  
>>>>> 09:30am -- The Leopard Install -- I put the Leopard installation disk in  
>>>>> the drive and clicked the installation icon. After about five minutes I  
>>>>> saw  
>>>>> an error message. For some reason, my internal hard drive was partitioned  
>>>>> using the "Apple Partition" scheme. This is usually used for PowerPC-based  
>>>>> Macs. My computer is an Intel-based Mac and, to be honest, I have no idea  
>>>>> how this occurred. However, the error message was clear, you must ERASE  
>>>>> your  
>>>>> hard drive and partition it using the GUID partition scheme if you want  
>>>>> to  
>>>>> install Leopard.  
>>>>>  
>>>>> Erase my hard drive?  
>>>>>  
>>>>> 09:45am -- The First Customer Service Call -- To be fair, this was the  
>>>>> first  
>>>>> day of the software release, so one could reasonably assume that the wait  
>>>>> time for tech support would be long. After being on hold for 48 minutes,  
>>>>> I spoke to a lovely woman with a very thick foreign accent. I asked her  
>>>>> if  
>>>>> the error message was correct or if there was any other way to install  
>>>>> Leopard.  
>>>>> "No," she said. "You will have to erase and partition your drive using disk  
>>>>> utility. But here's the good news ... just copy your disk image onto the  
>>>>> newly partitioned drive, shift-double-click the mounted image and next time  
>>>>> you reboot your computer it will wake up exactly like your pre-Leopard  
>>>>> build."  
>>>>>  
>>>>> Wow, that's going to be easy. I have the disk image, I have a back up  
>>>>> incase  
>>>>> it fails, I have the whole disk and all the files in several places. OK,

>>>>> let's go for it.  
>>>>>  
>>>>> 11:00am -- Partition Trauma -- you know what? It's really hard to erase  
>>>>> a  
>>>>> perfectly healthy computer even if you think you're going to make it  
>>>>> better.  
>>>>> What a painful thing to have to do. But, after a short prayer to the  
>>>>> computer  
>>>>> gods, I erased and GUID partitioned the drive. The process was very fast  
>>>>> -- sort of like ripping a band-aid off a cut. It only hurt for a second.  
>>>>>  
>>>>> 11:15am -- The Leopard Install Redux -- just as promised, about 40 minutes  
>>>>> later, OS X 10.5 Leopard was installed on my computer. Visually, it is  
>>>>> slightly  
>>>>> different from OS X 10.4 Tiger. My first impression was that the newly  
>>>>> translucent  
>>>>> top menu bar was going to bother me forever. It probably will.  
>>>>>  
>>>>> 01:00pm -- The Fun Begins -- It took an hour to copy the .dmg file to my  
>>>>> empty Leopard computer. I mounted the disk image and then  
>>>>> shift-double-clicked  
>>>>> it. The image dramatically increased in size then faded away. In its place  
>>>>> was an open directory that looked exactly like my old Macintosh HD  
>>>>> directory.  
>>>>> Perfect. A quick reboot and I'll be done.  
>>>>>  
>>>>>  
>>>>> -----  
>>>>> --  
>>>>> ---  
>>>>> Check out the Shelly Palmer Report archive.  
>>>>> -----  
>>>>> --  
>>>>> ---  
>>>>>  
>>>>> 01:04pm -- WTF? You know you would not be reading this article if this  
>>>>> trick  
>>>>> worked. It didn't. You also know that the definition of insanity is doing  
>>>>> the same thing over and over again and expecting a different result. I  
>>>>> tried  
>>>>> the shift-double-click trick about four more times while I dialed Apple  
>>>>> tech  
>>>>> support to try to get into the queue.  
>>>>>  
>>>>> 02:14pm -- Apple Tech Support, an Oxymoron -- If my first tech support  
>>>>> person  
>>>>> had a thick foreign accent, I don't even know how to describe the language  
>>>>> this gentleman spoke. After I described my problem to him he said, "I am

>>>> not qualified to help you, you must talk to Level 2 tech support. Can I  
>>>> put  
>>>> you in their queue? The wait time will be about 15 minutes." The line  
>>>> magically  
>>>> disconnected after 30 minutes forcing me to call back and go through the  
>>>> process again.  
>>>>  
>>>> The songs they play on hold at Apple Tech support are not for everybody.  
>>>> I'm being overly polite.  
>>>>  
>>>> 04:32pm -- Level 2 Tech Support -- I have a new best friend at Apple, her  
>>>> name is Dawn. English is absolutely her first language and she could not  
>>>> have been nicer on the phone. There was only one problem. She had no idea  
>>>> why Leopard would not permanently mount this disk image. In fact, she told  
>>>> me a story about her Friday evening Leopard experience. Truthfully, I'm  
>>>> surprised  
>>>> she was able to function at work on Saturday. Just a few tidbits of Apple  
>>>> knowledge from our call ...  
>>>>  
>>>> Yes, I found a bug. Engineering would take five to seven days to get back  
>>>> to me with a workaround or solution. She copied every file from her old  
>>>> hard  
>>>> drive to her Leopard hard drive by hand (one at a time). She didn't know  
>>>> if my suggested work around would work because Leopard was "too new." The  
>>>> five different things we tried together (that she thought would work) all  
>>>> failed. No, there is no published list of files you can manually copy from  
>>>> Tiger to Leopard with any reasonable expectation of success. If my proposed  
>>>> solution didn't work I could wait for Apple Engineering to fix the bug or  
>>>> try to reinstall my old operating system. Ugh!  
>>>>  
>>>> She gave me her name, email and a direct dial phone number at Apple and  
>>>> told  
>>>> me to contact her anytime. I appreciated the concern, but I still didn't  
>>>> have a working computer.  
>>>>  
>>>> 06:12pm -- My Work-around -- This is not my first rodeo and I am not a  
>>>> computer  
>>>> novice. The workaround was obvious to me, but what a huge pain in the butt.  
>>>> Here it is in shorthand for the techno-geeks who care.  
>>>>  
>>>> 1) copy the disk image to an external drive (1 hour).  
>>>>  
>>>> 2) mount the drive and launch the Apple migration assistant. (4 hours)  
>>>>  
>>>> 3) rename your admin account and short name appropriately (or you'll be  
>>>> forced  
>>>> to edit every program that stores data in your user account).  
>>>>

>>>>> 4) set the startup for your new account so that you don't have to ever see  
>>>>> the phantom account you were forced to setup.  
>>>>>  
>>>>> 5) get ready to reinstall a bunch of programs and re-enter 60% of your  
>>>>> serial  
>>>>> numbers.  
>>>>>  
>>>>> 11:30pm -- Almost done -- Leopard is running on my computer. Almost every  
>>>>> program came back to life. I probably spent two-three more hours over the  
>>>>> next few days tweaking and re-installing stuff to get the computer working  
>>>>> more or less like it did before the upgrade. And, sadly, I am seriously  
>>>> considering  
>>>>> wiping the drive again, reinstalling Leopard and reinstalling my programs  
>>>>> from scratch. There's something not quite right about this install.  
>>>>>  
>>>>> Epilog -- Was it worth it? No. Should you attempt an upgrade to Leopard?  
>>>>> If you don't have to erase your drive, you won't have this experience. The  
>>>>> 300 new features that Apple lists on their site are all incremental  
>>>>> improvements  
>>>>> over Tiger. Safari is still slow, spotlight is better, cover flow, as a  
>>>> way  
>>>>> to view a folder, is wonderful and it's far more useful than I ever  
>>>>> imagined  
>>>>> it would be. And, on this computer, Time Machine (Apple's "set it and  
>>>>> forget  
>>>>> it" backup software) does not work.  
>>>>>  
>>>>> Post Script -- For those of you who are wondering, my personal computer  
>>>> is  
>>>>> a 17" MacBook Pro with an Intel 2.4 GHz Core 2 Duo and 4 GB of RAM. It has  
>>>>> a 200 GB, 7200 rpm aftermarket hard drive. It was running the latest, most  
>>>>> up-to-date versions of Tiger.  
>>>>>  
>>>>> Here's a list of what you can look forward to if you need to erase your  
>>>> drive  
>>>>> to install Leopard. It may also happen if you simply use the migration  
>>>>> assistant.  
>>>>>  
>>>>> Firefox can't download because it doesn't think it's allowed to (none of  
>>>>> the obvious fixes seem to help)  
>>>>> Final Cut Studio needed a serial number  
>>>>> Logic Studio needed a serial number  
>>>>> Adobe CS2 needed serial numbers for every program  
>>>>> Adobe Studio (all the Macromedia programs, Dreamweaver, Flash, Fireworks,  
>>>>> etc,) needed to be reinstalled  
>>>>> Notebook (from circusponies) needed a serial number  
>>>>> Videocue (from varasoft) no problem  
>>>>> Transmit (ftp client) no problem

>>>> iPhoto - find the new directory and point to it  
 >>>> iTunes - lost an install, if I had been maxed, I would have had to call  
 >>>> Apple  
 >>>> and get another login or something. I would really like to have my machine  
 >>>> authorization back, because I have another machine that I had to  
 >>>> deauthorize  
 >>>> to authorize this one  
 >>>> Parallels - astoundingly no problem  
 >>>> Flip4mac - no problem  
 >>>> WireTap Studio - needed serial number  
 >>>> Prompt (teleprompter software) no problem  
 >>>> iWork '08 no problem  
 >>>> All printer drivers - gone -- all needed to be reinstalled  
 >>>> Microsoft Office 2004 - quirky, but after opened a few times, seemed to  
 >>>> calm  
 >>>> down and work  
 >>>> Quicksilver - no problem  
 >>>> Skype - no problem  
 >>>> On2 Flix Pro -- complete reinstall  
 >>>> Elgato Turbo264 - no problem  
 >>>>  
 >>>>  
 >>>> Shelly Palmer is Managing Director of Advanced Media Ventures Group LLC  
 >>>> and  
 >>>> the author of Television Disrupted: The Transition from Network to  
 >>>> Networked  
 >>>> TV (2006, Focal Press). Shelly is also President of the National Academy  
 >>>> of Television Arts & Sciences, NY (the organization that bestows the  
 >>>> coveted  
  
 >>>> Arts  
 >>>> & Sciences an organization dedicated to education and leadership in the  
 >>>> areas  
 >>>> of technology, media and entertainment. Palmer also oversees the Advanced  
  
 >>>> science and technology of advanced media. You can read Shelly's blog here.  
 >>>> Shelly can be reached at shelly@palmer.net  
 >>>> </end paste>  
 >>>>  
 >>>>  
 >Hi all mac gurus - kudos for keeping this board alive with vital info...

Been searching for OS X software that will open mac paris .paf files ~  
 does this exist? anybody using the play engine for EWQL libraries? I just ordered some of  
 their newer libraries and was curious as to what kind of performance you  
 were getting. your system /spec would be helpful also.  
 they are 64 bit ready but im not. still dual opteron /tyan2885 4 gigs ram.  
 I have symphonic choirs and get decent performance with that , but that is

Kontakt based and im not so sure how the play engine taxes cpu/dsd. Bias Peak still recognizes .paf files - opens them and saves to them. I occasionally export Paris files from OS 9 into Protools LE in OS 10 so I can use Waves' Sound Shifter. I open the .paf file(s) in Peak, save them to .wav files, open them in PT, process them, open the processed files in Peak, save them as a .paf's, reboot in OS 9 and import them back into Paris. It's a pain but until I'm ready to switch to PT or Logic (which I think can run the Sound Shifter plugin) it works.

Gantt

"John DiBernardo" <johndibernardo@mac.com> wrote:

>

>Hi all mac gurus - kudos for keeping this board alive with vital info...

>

>Been searching for OS X software that will open mac paris .paf files ~

>does this exist? Another idea - use soniqWORX to save the .paf's as .wav or sd2 files. Then you can use whatever OS 10 software you run to open them.

Gantt

"Gantt Kushner" <ganttmann@comcast.net> wrote:

>

>Bias Peak still recognizes .paf files - opens them and saves to them. I occasionally

>export Paris files from OS 9 into Protools LE in OS 10 so I can use Waves'

>Sound Shifter. I open the .paf file(s) in Peak, save them to .wav files,

>open them in PT, process them, open the processed files in Peak, save them

>as a .paf's, reboot in OS 9 and import them back into Paris. It's a pain

>but until I'm ready to switch to PT or Logic (which I think can run the Sound

>Shifter plugin) it works.

>

>Gantt

>

>"John DiBernardo" <johndibernardo@mac.com> wrote:

>>

>>Hi all mac gurus - kudos for keeping this board alive with vital info...

>>

>>Been searching for OS X software that will open mac paris .paf files ~

>>does this exist?

>I think you have to be tough to record a punk band. they might be into mutilation. what is your security crew like DJ?

"John" <no@no.com> wrote in message news:472e3a98\$1@linux...

>

> if you're gonna be dumb you better be tough !"John DiBernardo" <johndibernardo@mac.com> wrote:

>

>Hi all mac gurus - kudos for keeping this board alive with vital info...  
>  
>Been searching for OS X software that will open mac paris .paf files ~  
>does this exist?

guess I should add: software that will open and convert ala sonicworxBut what if it crashed in the middle of the original session while tracking?

DJ wrote:

> I have two backups of the entire project..... something like 1GB each.  
> They are on two separate 750GB hard drives that I use for backups.  
>  
> ;o)  
>  
> "Bill L" <bill@billlorentzen.com> wrote in message news:472dcd24\$1@linux...  
>> DJ, please tell me you at least have separate audio files for each take?  
>> If you just kept it in record for all songs back to back as one long file,  
>> you are living really close to the edge, brother. If you got a corruption  
>> in an audio file or a crash, the whole session could be out the window.  
>>  
>> OTOH, if you did do separate files for each song, you can simply delete  
>> the tracks you don't want and save the song, then undo the deletes and do  
>> the same with the next one, etc.  
>>  
>> DJ wrote:  
>>> Just finished tracking a punk band. we just went balls to the wall 10  
>>> drum mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a  
>>> POD DI, rythm guitar stereo mic'ed and a scratch vocal. We didn't stop  
>>> to create a new song each time. I just "rolled disk" and tracked 12 songs  
>>> back to back.  
>>>  
>>> Now I've got to split them into separate tracks and render each one  
>>> individually.  
>>>  
>>> This sucks.  
>>>  
>>> One thing that didn't suck though was tracking the drums and bass on a  
>>> pair of Multifacia on my slave comp while tracking vox and guitars on the  
>>> master machine.  
>>>  
>>> Neither comp was breathing hard at all and Systemlink worked like a  
>>> dream.  
>>>  
>>>  
>>>  
>>>  
>>>

>>>

>Alex - I don't have Play yet either but hope to very soon (at least when the Symphonic Orchestra Play is released). The only review I've read so far noted a performance hit with Play, but with the first libraries there isn't really a comparison to Kontakt versions to know if that's the library, or Play itself.

I was hoping to get a Play library in for review, but no word yet. Symphonic Choirs seems to be one of the most power-hungry of the libraries esp. with Word builder multis - I'm hoping Play will actually be a little lighter on cpu, but I have my doubts.

Regards,  
Dedric

On 11/4/07 6:07 PM, in article 472e6e82\$1@linux, "alex plasko" <alex.plasko@snet.net> wrote:

> anybody using the play engine for EWQL libraries? I just ordered some of  
> their newer libraries and was curious as to what kind of performance you  
> were getting. your system /spec would be helpful also.  
> they are 64 bit ready but im not still dual opteron /tyan2885 4 gigs ram.  
> I have symphonic choirs and get decent performance with that , but that is  
> Kontakt based and im not so sure how the play engine taxes cpu/dsd.

>

>"Gantt Kushner" <ganttmann@comcast.net> wrote:

>

>Another idea - use soniqWORX to save the .paf's as .wav or sd2 files. Then  
>you can use whatever OS 10 software you run to open them.

>

>Gantt

>

>"Gantt Kushner" <ganttmann@comcast.net> wrote:

>>

>>Bias Peak still recognizes .paf files - opens them and saves to them.

|

>occasionally

>>export Paris files from OS 9 into Protools LE in OS 10 so I can use Waves'

>>Sound Shifter. I open the .paf file(s) in Peak, save them to .wav files,

>>open them in PT, process them, open the processed files in Peak, save them

>>as a .paf's, reboot in OS 9 and import them back into Paris. It's a pain

>>but until I'm ready to switch to PT or Logic (which I think can run the

>Sound

>>Shifter plugin) it works.

>>

>>Gantt

>>

>>"John DiBernardo" <johndibernardo@mac.com> wrote:

>>>  
>>>Hi all mac gurus - kudos for keeping this board alive with vital info...  
>>>  
>>>Been searching for OS X software that will open mac paris .paf files ~  
>>>does this exist?  
>>  
>  
Hi Grant - thanks for the suggestions. I think I have ProTools LE that came  
with Mbox somewhere around here -- will give it a try! did a save after the end of every  
song.....then started rolling again.

DJ

"Bill L" <bill@billlorentzen.com> wrote in message news:472e7e2c@linux...  
> But what if it crashed in the middle of the original session while  
> tracking?  
>  
> DJ wrote:  
>> I have two backups of the entire project..... something like 1GB  
>> each. They are on two separate 750GB hard drives that I use for backups.  
>>  
>> ;o)  
>>  
>> "Bill L" <bill@billlorentzen.com> wrote in message  
>> news:472dcd24\$1@linux...  
>>> DJ, please tell me you at least have separate audio files for each take?  
>>> If you just kept it in record for all songs back to back as one long  
>>> file, you are living really close to the edge, brother. If you got a  
>>> corruption in an audio file or a crash, the whole session could be out  
>>> the window.  
>>>  
>>> OTOH, if you did do separate files for each song, you can simply delete  
>>> the tracks you don't want and save the song, then undo the deletes and  
>>> do the same with the next one, etc.  
>>>  
>>> DJ wrote:  
>>>> Just finished tracking a punk band. we just went balls to the wall 10  
>>>> drum mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a  
>>>> POD DI, rythm guitar stereo mic'ed and a scratch vocal. We didn't stop  
>>>> to create a new song each time. I just "rolled disk" and tracked 12  
>>>> songs back to back.  
>>>>  
>>>> Now I've got to split them into separate tracks and render each one  
>>>> individually.  
>>>>  
>>>> This sucks.  
>>>>  
>>>> One thing that didn't suck though was tracking the drums and bass on a

>>>> pair of Multifacia on my slave comp while tracking vox and guitars on  
>>>> the master machine.

>>>>

>>>> Neither comp was breathing hard at all and Systemlink worked like a  
>>>> dream.

>>>>

>>>>

>>>>

>>>>

>>>>

>>>>

>>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 Crackles

Bounce with no plugs...this does produce a crackle free bounce. I tried this the first time it happened a couple weeks ago, and thought I had it narrowed down to the UAD plugs. I re-ghosted to a sys version that had an earlier UAD install (can't remember the number, it had the Helios, but not the Neve 88) and the crackles went away, so I thought it was a software rev that Paris didn't like, but just to be sure I reloaded the new version of the UAD software (the one with the Neve 88) and it still didn't crackle. At that point I thought it might be something else altogether and since I am in the middle of a mixing project that I'm using the Neve 88 plug on a lot (love what it does) I just went for it, listening closely to bounces. I actually did 2 bounces of every mix and listened back to both at the same time, out of phase with each other, to hear the difference, since the crackles appeared to be random.) There were maybe 1 or 2 crackles per song on a couple songs, and no crackles on the other 3 (that I've done so far). I'm wondering now if it is a UAD rev problem that only shows up after some wear and tear on the sys. I'm going to re-ghost and re-load the UAD software (Neve 88 ver) tomorrow and see what happens. Just to reiterate...when I did a spdif bounce, even with my system as it is tonight, there are no crackles. That's wierd. Also the crackles 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 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

>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 the client and he called me after he got home and listened on his system (this was an audio CD)so I would say it happens on all systems...but I havn't burnt another CD yet.

It does happen on my NS 10's as well as my Mackie 824's. The 824's are hooked up thru the spdif out of the mec to a DAC-1 to a PVC passive volume control.

The NS 10's are hooked up thru 2 analogue outs from the Mec into a GFA 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 couple of crackles (random, I bounced twice and listened to both mixes out of phase, set markers at the crackles, and verified by listening one at a time) This also leads me to believe it's some sort of ppj corruption brought on by the UAD stuff, only it happens over time, but I haven't been able to 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 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 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 back  
>>on bounce to disk...in the left channel only, same as always. I tried panning  
>>everything oppisite, crackle, tried lowering levels, crackle.  
>>When I took all the tracks off the submixes except for the drums on submix  
>>1, there were NO crackles. There were also NO crackles when bouncing audio  
>>from any submix by itself.  
>>This is a 24 bit mix with 24 bit tracks, so I tried (advice from Aaron)  
>rendering  
>>some of the tracks to 16 bit. I rendered all the drums (15 tracks) and  
5  
>>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles came back  
>>when bouncing the entire mix. That's where I'm at. I can always do the  
spdif  
>>bounce method...it's a real hassle because of the way my moitoring and  
work  
>>flow is, but it's doable, and seems to work, but I'd like to get this thing  
>>figured out.  
>>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 they came  
>>>back. This time I re-patched and did a spdif bounce and that seemed to  
>cure  
>>>it. I havn't tried it yet with bounce to disk to verify that the crackling  
>>>comes back, but I bet it will. I wonder what could be causing this? The  
>>last  
>>>time I did a fresh install of my system (via ghost) and it seemed to get  
>>>rid of it, for a while. I'm going to try a bounce to disk and see if the  
>>>crackles return.

>>>The way my system is set up, because of space limitations, and the fact  
>>that  
>>>I have to have my drums basically in the mix position (facing the other  
>>way)  
>>>makes it A FREAKIN PITA to crawl behind the gear and unplug the spdif  
cable  
>>>going to the DAC-1 and re-patch a cable loop. I accidently unplugged something  
>>>while doing it, and had to rip about half the system out to find it.  
ERRRRRRRRRRRRRRRRRRRRRR!  
>>>Rod  
>>  
>Hey Dedric, for some time I felt I owed you an apology 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.

JamesHey 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 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.  
>  
> JamesThank you Dedric, your apology is accepted as well. Yes, this is a great  
group of people.

James

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 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  
><http://apnews.excite.com/article/20071104/D8SN3JV00.html>Not sure how it happened but the  
drum and bass tracks on the slave computer  
somehow lost sync on the last two song of a 16 song (yes..turns out there  
were 16 songs cut in the punk band tracking marathon), back-to-back session.  
Of course, eyeballing the tracks on two comps to line them up is really a  
PITA so there's a drawback to this. I think in the future, if I need more  
than 18 inputs, I will track to the Multifacia A/D's on the slave and then  
monitor enable the tracks on the slave and patch the ADAT outs of the slave  
into the ADAT ins on the Master DAW and just record them into the main  
project. It was fun trying this because I had always wondered if it would  
work. It does, but my main purpose for having a slave was for VSTi's and  
that's pretty much how it's going to stay now that I've tried tracking to  
two DAWs. Not worth the potential for grief.

I have a VSTi template loaded in the Slave DAW with Ivory, BFD, GPO,  
Trilogy, Halion and the 4 synths in Cubase and even at the highest settings,  
they (and the OS/Cubase) are using about 1.65GB of RAM so there seems to be  
plenty to spare...plus I can run some VSTi's on the master if need be and/or  
just freeze

That Silverspike Tapeit app saved my butt today. It's a very cool and  
functional little critter. Highly recommended. Thanks to LaMont for  
suggesting it..

;o)"John" <no@no.com> wrote in message news:472e3a2d\$1@linux...  
>

> stopping to reload takes 10 freaking seconds tell a joke or something but  
> definitely do separate projects or it will bite your ass

John,

I get your drift, but sometimes band sessions tend to take on a life of their own once a flow is established. Every session is different, but once a momentum is happening, I don't like to interject myself into the equation. I just want to capture what's being played. The best stuff happens when a band is able to forget they are in a studio and they just lock up and go for it. If this causes me a bit of hassle, well, I consider it my job to learn how to solve these issues in a timely way once the music is tracked. I learned a lot last night and today about this system and how to get out of it what I want and I always appreciate your advice. You really have your head around the functionality of Cubase much better than I do. When I'm tracking a full band though, I really don't like to try to control the musicians when they are on a roll. I try to get out of the way and deal with the fallout later (and I know.....I bitch and moan a lot ;o)

Deej"Dedric Terry" <dterry@keyofd.net> wrote in message  
news:C353E31B.E369%dterry@keyofd.net...

> 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

Hey!!!.....what about that contract we discussed???.....does this mean I  
have to give the money back?

;oD"James McCloskey" <excelsm@hotmail.com> wrote:

>

><http://apnews.excite.com/article/20071104/D8SN3JV00.html>

[ "We feel we've reached a new stage in PC development, where consumers are  
looking for user-friendly machines to complement other electronics," said  
Hiroko Nakamura, a Sony official in Tokyo." ]

What spoiled customers -- Imagine. They want computers that are easy to use  
and actually work!"DJ" <animix \_ at \_ animas \_ dot \_ net> wrote:

>

>"Dedric Terry" <dterry@keyofd.net> wrote in message  
>news:C353E31B.E369%dterry@keyofd.net...  
>> 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  
>  
>  
>Hey!!!.....what about that contract we discussed???.....does this mean  
I  
>have to give the money back?  
>  
>;oD  
>  
>

So that guy I stuffed in the trunk earlier had nothing to do with this situation.  
Hmmm, must have been some other payback. I'm glad my training kicked in. This is a multi-part message in MIME format.

-----=\_NextPart\_000\_006C\_01C81F52.7849A210  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Hey Rod,  
Do the crackles 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? =20

If you suspect hardware I'd think CPU, fan (make it cold!) or  
power supply. Not in that order. Start with the cheapest fixes 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 =

news:472e82a3\$1@linux...

Neil, thanks for your response. see my answers interleaved below

Rod

"Neil" <OIU@l.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 Crackles

Bounce with no plugs...this does produce a crackle free bounce. I =  
tried this

the first time it happened a couple weeks ago, and thought I had it =  
narrowed

down to the UAD plugs. I re-ghosted to a sys version that had an =  
earlier

UAD install (can't remember the number, it had the Helios, but not the =  
Neve

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

didn't like, but just to be sure I reloaded the new version of the UAD =  
software

(the one with the Neve 88) and it still didn't crackle. At that point =  
I

thought it might be something else altogether and since I am in the =  
middle

of a mixing project that I'm using the Neve 88 plug on a lot (love =  
what it

does) I just went for it, listening closely to bounces. I actually did =  
2

bounces of every mix and listened back to both at the same time, out =  
of phase

with each other, to hear the difference, since the crackles appeared =  
to be

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

no crackles on the other 3 (that I've done so far). I'm wondering now =  
if

it is a UAD rev problem that only shows up after some wear and tear on =

the

sys. I'm going to re-ghost and re-load the=20

UAD software (Neve 88 ver) tomorrow and see what happens.

Just to reiterate...when I did a spdif bounce, even with my system as =

it

is tonight, there are no crackles. That's wierd. Also the crackles =

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 =

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=20

>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 =

the

client and he called me after he got home and listened on his system =

(this

was an audio CD)so I would say it happens on all systems...but I =

havn't burnt

another CD yet.

It does happen on my NS 10's as well as my Mackie 824's. The 824's =

are hooked

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

control.

The NS 10's are hooked up thru 2 analogue outs from the Mec into a GFA =

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 =  
couple  
of crackles (random, I bounced twice and listend to both mixes out of =  
phase,  
set markers at the crackles, and verified by listening one at a time) =  
This  
also leads me to believe it's some sort of ppj corruption brought on =  
by the  
UAD stuff, only it happens over time, but I haven't been able to =  
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 =  
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 =  
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 =  
back  
>>on bounce to disk...in the left channel only, same as always. I =  
tried panning  
>>everything oppisite, crackle, tried lowering levels, crackle.  
>>When I took all the tracks off the submixes except for the drums on =  
submix  
>>1, there were NO crackles. There were also NO crackles when bouncing =

audio  
>>from any submix by itself.=20  
>>This is a 24 bit mix with 24 bit tracks, so I tried (advice from =  
Aaron)  
>rendering  
>>some of the tracks to 16 bit. I rendered all the drums (15 tracks) =  
and  
5  
>>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles came =  
back  
>>when bouncing the entire mix. That's where I'm at. I can always do =  
the  
spdif  
>>bounce method...it's a real hassle because of the way my moitoring =  
and  
work  
>>flow is, but it's doable, and seems to work, but I'd like to get =  
this thing  
>>figured out.=20  
>>I've had it for today. Going to crash.  
>>Rod  
>>"Rod Lincoln" <rlincoln@nospam.n.kc.rr.com> wrote:  
>>>  
>>>Well, I THOUGHT I had my "bounce to disk" crackles whipped, but =  
they came  
>>>back. This time I re-patched and did a spdif bounce and that seemed =  
to  
>cure  
>>>it. I havn't tried it yet with bounce to disk to verify that the =  
crackling  
>>>comes back, but I bet it will. I wonder what could be causing this? =  
The  
>>last  
>>>time I did a fresh install of my system (via ghost) and it seemed =  
to get  
>>>rid of it, for a while. I'm going to try a bounce to disk and see =  
if the  
>>>crackles return.  
>>>The way my system is set up, because of space limitations, and the =  
fact  
>>that  
>>>I have to have my drums basically in the mix position (facing the =  
other  
>>way)  
>>>makes it A FREAKIN PITA to crawl behind the gear and unplug the =  
spdif  
cable  
>>>going to the DAC-1 and re-patch a cable loop. I accidently =

unplugged something  
>>>while doing it, and had to rip about half the system out to find =  
it.  
ERRRRRRRRRRRRRRRRRRRRRR!  
>>>Rod  
>>  
>

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=\_NextPart\_000\_006C\_01C81F52.7849A210

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>Hey Rod,</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>Do the crackles repeat themselves in =  
exactly the=20

same places</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>on play back?&nbsp; If not, I'd look at =

hardware.&nbsp; Do they show up</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>in the waveform or are they to low in =  
level?&nbsp;&nbsp;=20

</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<DIV><FONT face=3DArial size=3D2>If you suspect hardware I'd think CPU, =  
</FONT><FONT=20

face=3DArial size=3D2>fan (make it cold!) or</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>power supply.&nbsp; Not in that =  
order.&nbsp;&nbsp; Start=20

with </FONT><FONT face=3DArial size=3D2>the cheapest fixes =  
first.</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>Maybe you were right way back with the =  
bad UAD=20

assumption?</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<DIV><FONT face=3DArial size=3D2>Still kickin' Paris =

around,</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Tom</FONT></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>"Rod Lincoln" &lt;<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:472e82a3\$1@linux">news:472e82a3\$1@linux</A>...</DIV><BR>Neil=  
,=20  
thanks for your response. see my answers interleaved =  
below<BR>Rod<BR>"Neil"=20  
&lt;<A href=3D"mailto:OIU@l.com">OIU@l.com</A>&gt; =  
wrote:<BR>&gt;<BR>&gt;This is=20  
weird... have you tried any of the following:<BR>&gt;<BR>&gt;1.) pan=20  
everything to center, and then see if it still shows up<BR>&gt;<BR>&gt;on the =  
left=20  
channel? or is the crackling then centered?<BR><BR>Everything Panned =  
Ctr still=20  
Crackles<BR>&gt;<BR>&gt;2.) removing ALL plugins & EFX, and =  
bouncing=20  
dry/clean like<BR>&gt;that, with everything panned as you normally =  
would for=20  
this<BR>&gt;mix? This includes anything inserted across the=20  
2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and external) =  
still=20  
Crackles<BR><BR>Bounce with no plugs...this does produce a crackle =  
free=20  
bounce. I tried this<BR>the first time it happened a couple weeks ago, =  
and=20  
thought I had it&nbsp;<BR>narrowed<BR>down to the UAD plugs. I re-ghosted =  
to a=20  
sys version that had an earlier<BR>UAD install (can't remember the =  
number, it=20  
had the Helios, but not the Neve<BR>88)and the crackles went away, so =  
I=20  
thought it was a software rev that Paris<BR>didn't like, but just to =  
be sure I=20  
reloaded the new version of the UAD software<BR>(the one with the Neve =  
88)&nbsp;<BR>and it still didn't crackle. At that point I<BR>thought it =  
might be=20  
something else altogether and since I am in the middle<BR>of a mixing =  
project=20

that I'm using the Neve 88 plug on a lot (love what it<BR>does) I just =  
went=20  
for it, listening closely to bounces. I actually did 2<BR>bounces of =  
every mix=20  
and listened back to both at the same time, out of phase<BR>with each =  
other,=20  
to hear the difference, since the crackles appeared to be<BR>random.) =  
There=20  
were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =  
crackles on=20  
the other 3 (that I've done so far). I'm wondering now if<BR>it is a =  
UAD rev=20  
problem that only shows up after some wear and tear on the<BR>sys. I'm =  
going=20  
to re-ghost and re-load the <BR>UAD software (Neve 88 ver) tommorrow =  
and see=20  
what happens.<BR>Just to reiterate...when I did a spdif bounce, even =  
with my=20  
system as it<BR>is tonight, there are no crackles. That's wierd. Also =  
the=20  
crackles never<BR>show till listening to the bounced =  
file.<BR>&lt;<BR>&lt;3.)=20  
can you determine where the crackle rears it's ugly head?<BR>&lt;IOW, =  
is it=20  
constant, more or less, or is it intermittent? If<BR>&lt;it's =  
intermittent,=20  
does it seem to coincide with any particular<BR>&lt;instrument or =  
track? For=20  
example, could it be a particular<BR>&lt;plugin on the - let's say - =  
cowbell=20  
track, which occurs though<BR>&lt;most of the song, but not on the=20  
(confounded) bridge?<BR><BR>totally random...not in anyway associated =  
with a=20  
particular instrument. Fairly<BR>study though, like a bowl of rice=20  
crispies.<BR>&lt;<BR>&lt;4.) mute/disconnect the right channel when =  
listening=20  
back to<BR>&lt;the crackle-infested bounce to see if there's any =  
pattern that=20  
<BR>&lt;might apply to (3) above?<BR><BR>none<BR>&lt;<BR>&lt;5.) Is =  
the=20  
crackle happening on ALL systems? IOW, have you<BR>&lt;burned a CD of =  
the=20  
bounced tracks & played it back on a home<BR>&lt;stereo, in your =  
car, on=20  
headphones, etc? Is it possible that<BR>&lt;for some odd reason the =  
crackle is=20  
due to something in your<BR>&lt;monitoring setup that isn't showing up =  
on=20

regular playback, but<BR>&gt;might be showing up on a rendered =  
file?<BR>This=20  
first came to my attention after I burned a CD of test mixes for =  
the<BR>client=20  
and he called me after he got home and listened on his system =  
(this<BR>was an=20  
audio CD)so I would say it happens on all systems...but I havn't=20  
burnt<BR>another CD yet.<BR>It does happen on my NS 10's as well as my =

Mackie&nbsp;824's. The 824's are hooked up thru the spdif out of the mec=20  
to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are hooked =  
up thru=20  
2 analogue outs from the Mec into a GFA power<BR>amp. Crackles exist =  
on the=20  
left channel on both sets of speakers.<BR>&lt;<BR>&lt;6.) What happens =  
when=20  
you open up an older project that you<BR>&lt;DIDN'T have this problem =  
on...?=20  
If you do a bounce with that,<BR>&lt;does it sound as it did before, =  
or does=20  
it now have the<BR>&lt;crackles in it?<BR><BR>Not nearly as bad...No =  
study=20  
diet of rice crispies, but there were a couple<BR>of crackles (random, =  
I=20  
bounced twice and listend to both mixes out of phase,<BR>set markers =  
at the=20  
crackles, and verified by listening one at a time) This<BR>also leads =  
me to=20  
believe it's some sort of ppj corruption brought on by the<BR>UAD =  
stuff, only=20  
it happens over time, but I haven't been able to verify=20  
this<BR>yet.<BR>&lt;<BR>&lt;7.) Have you tried physically swapping =  
your left=20  
speaker with<BR>&lt;your right speaker?<BR>swapping speakers make no=20  
difference, swapping the cables leading to the<BR>speakers makes it =  
happen in=20  
the right speaker.<BR>&lt;<BR>&lt;Just trying to think of things to =  
try &=20  
narrow it down by<BR>&lt;process of elimination.<BR><BR>I appreciate =  
your=20  
thought process. If this makes a light go off for you,<BR>please let =  
me=20  
know.<BR>&lt;<BR>&lt;Can you e-mail me an mp3 file of any song or =  
songs that=20  
it's<BR>&lt;doing this on? If so, send it to:&nbsp;&nbsp; neil&nbsp;&nbsp; =  
DOT=20  
henderson AT<BR>&lt;sbcglobal DOT net&nbsp;&nbsp;&nbsp;I'd be curious as to =

what it=20  
 sounds like.<BR><BR>will =  
 Do<BR>&gt;<BR>&gt;Neil<BR>&gt;<BR>&gt; <BR>&gt;"Rod=20  
 Lincoln" &lt;<A=20  
 =  
 href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=  
 t;=20  
 wrote:<BR>&gt;&gt;<BR>&gt;&gt;OK..I got everything hooked backk up and =  
 sure=20  
 enough, the crackle is back<BR>&gt;&gt;on bounce to disk...in the left =  
 channel=20  
 only, same as always. I tried panning<BR>&gt;&gt;everything oppisite, =  
 crackle,=20  
 tried lowering levels, crackle.<BR>&gt;&gt;When I took all the tracks =  
 off the=20  
 submixes except for the drums on submix<BR>&gt;&gt;1, there were NO =  
 crackles.=20  
 There were also NO crackles when bouncing audio<BR>&gt;&gt;from any =  
 submix by=20  
 itself. <BR>&gt;&gt;This is a 24 bit mix with 24 bit tracks, so I =  
 tried=20  
 (advice from Aaron)<BR>&gt;&gt;rendering<BR>&gt;&gt;some of the tracks to =  
 16 bit.=20  
 I rendered all the drums (15 tracks) and<BR>5<BR>&gt;&gt;other tracks =  
 to 16=20  
 bit, leaving 10 tracks at 24 bit...Crackles came back<BR>&gt;&gt;when =  
 bouncing=20  
 the entire mix. That's where I'm at. I can always do=20  
 the<BR>spdif<BR>&gt;&gt;bounce method...it's a real hassle because of =  
 the way=20  
 my moitoring and<BR>work<BR>&gt;&gt;flow is, but it's doable, and =  
 seems to=20  
 work, but I'd like to get this thing<BR>&gt;&gt;figured out. =  
 <BR>&gt;&gt;I've=20  
 had it for today. Going to crash.<BR>&gt;&gt;Rod<BR>&gt;&gt;"Rod =  
 Lincoln"=20  
 &lt;<A=20  
 =  
 href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A>=  
 &gt;=20  
 wrote:<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;Well, I THOUGHT I had my "bounce =  
 to=20  
 disk" crackles whipped, but they came<BR>&gt;&gt;&gt;back. This time I =  
  
 re-patched and did a spdif bounce and that seemed=20  
 to<BR>&gt;&gt;cure<BR>&gt;&gt;&gt;it. I havn't tried it yet with bounce to =  
 disk to=20  
 verify that the crackling<BR>&gt;&gt;&gt;comes back, but I bet it =

will. I=20  
wonder what could be causing this? =  
The<BR>&gt;&gt;last<BR>&gt;&gt;time I=20  
did a fresh install of my system (via ghost) and it seemed to=20  
get<BR>&gt;&gt;rid of it, for a while. I'm going to try a bounce =  
to disk=20  
and see if the<BR>&gt;&gt;crackles return.<BR>&gt;&gt;The way =  
my=20  
system is set up, because of space limitations, and the=20  
fact<BR>&gt;&gt;that<BR>&gt;&gt;I have to have my drums basically =  
in the=20  
mix position (facing the other<BR>&gt;&gt;way)<BR>&gt;&gt;makes it =  
A=20  
FREAKIN PITA to crawl behind the gear and unplug the=20  
spdif<BR>cable<BR>&gt;&gt;going to the DAC-1 and re-patch a cable =  
loop. I=20  
accidently unplugged something<BR>&gt;&gt;while doing it, and had =  
to rip=20  
about half the system out to find=20  
=  
it.<BR>ERRRRRRRRRRRRRRRRRRRRRR!<BR>&gt;&gt;Rod <BR>&gt;&gt;<BR>&gt;<BR></BLO=  
CKQUOTE>  
<DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
and=20  
you?<BR><A=20  
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
..html</A>&nbsp;&nbsp;&nbsp;&nbsp;</FONT></DIV></BODY ></HTML>

-----=\_NextPart\_000\_006C\_01C81F52.7849A210--This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0087\_01C81F53.13155190  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Man, I love this place ! ~

T.

"Mike Audet" <mike@...> wrote in message news:472e3524\$1@linux...

Hi Chuck,

It would be great to get a copy of it, if only for the presets.

When I last corresponded with Matt, he wanted to charge for his =  
version.

And that's ok, but I'm within a stone's throw of having my own =  
version built.

I think if you can get a copy to me, I'll try to contact Matt to see =  
if  
he approves of releasing it. I probably won't be able to stop myself =  
from  
looking at his presets and using them for my own version if I can't =  
find  
him, though.

All I have left to do is assign knobs to the variables. I've been =  
testing  
it with a stub interface without controls, just checking out how =  
different  
default values sound.

Thanks again for everything!

Mike

"chuck duffy" <c@c.com> wrote:

>

>Mike,

>

>Matt Craig already did the big reverb, including UIs and translating =  
all

>presets :-) I need to find it and send it to you so you can post it.

>

>Chuck

>"Mike Audet" <mike@.....> wrote:

>>

>>Hi Dimitrios,

>>

>>Thanks for your kind words!

>>

>>I've been reading up more on the architecture of the ESP2, and I'm =  
not  
sure

>>I can make one plugin instance talk to another. All the memory is =  
inside

>>the chip, and it's probably all stack based. So, once an instance =  
of a

>plugin

>>is loaded, it can only see its own variables. But it is something =  
I'd

like

>>to try and work around, if possible. :)

>>  
>>One thing I did get working, though, is the big reverb. I still =  
have to  
>>figure out what parameters to sent it - there's like 25 of them or =  
something  
>>with next to no documentation, and I have to build a GUI. But, I'm =  
really,  
>>really close to getting it out.  
>>  
>>I was thinking we could all work together getting some presets going =  
for  
>>it. It's really cool. It allows you to change the internal =  
resonances  
>of  
>>the reverb so it can be made to sound like a plate or a room or a =  
concert  
>>hall, etc. This way, we don't have to rely on Matt's code, too. I =  
feel  
>>a little uncomfortable releasing someone's software without their =  
permission.  
>> And, I don't have a copy of it anyway.  
>>  
>>I'm hoping by the end of this next week I'll have it out.  
>>  
>>Thanks again!  
>>  
>>Mike  
>>  
>>"Dimitrios" <musurgio@otenet.gr> wrote:  
>>>  
>>>Thanks Mike !!  
>>>I will send some more money...  
>>>You need more support in what you are doing !  
>>>Come on guys, ate least some thank you posts will make this guy =  
feel better  
>>>!  
>>>He is the last apachi !  
>>>Dear Mike,  
>>>can you make the compressor stereo for insert !?  
>>>Means something like your ducker.  
>>>So as when we have a stereo OH's on channels 1 and 2 then by =  
putting one  
>>>or two instances of compressor that one gets the sync signal from =  
the  
other  
>>>as to have identical attack release threshold settings ?  
>>>Thanks for what you are doing once again !  
>>>Regards,

>>>Dimitrios  
>>>  
>>>"Mike Audet" <mike@....> wrote:  
>>>>  
>>>>Thanks, Rob! Let me know if/when it's useful. I'm dying to hear =  
how  
these  
>>>>things are being used.  
>>>>  
>>>>All the best,  
>>>>  
>>>>Mike  
>>>>  
>>>>  
>>>>"Rob Arsenault" <mani1147athotmaildotcom> wrote:  
>>>>>Way to go Mike, great stuff, thanks.  
>>>>>  
>>>>>  
>>>>>"Mike Audet" <mike@....> wrote in message =  
news:472923eb\$1@linux...  
>>>>>>  
>>>>>> Yo, Yo!  
>>>>>>  
>>>>>> The EQ4+ has been released into the wild!  
>>>>>>  
>>>>>> It's a stereo, 4 band eq that can be set to high pass, low =  
pass, high  
>>>>  
>>>>>> shelf,  
>>>>>> low shelf, band pass, or parametric filters, with metering at =  
every  
>>stage.  
>>>>>>  
>>>>>> How cool is that?  
>>>>>>  
>>>>>> A special thanks goes out to Chuck for his BarbQ. This is =  
basically  
>>>a  
>>>>4  
>>>>>> band stereo version of his plugin on steroids.  
>>>>>>  
>>>>>> Enjoy!  
>>>>>> Download at: [www.ensoniq.ca](http://www.ensoniq.ca)  
>>>>>>  
>>>>>> Mike  
>>>>>>  
>>>>>>  
>>>>>>=20

```
>>>>>
>>>>>
>>>>
>>>
>>
>>
>
```

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=\_NextPart\_000\_0087\_01C81F53.13155190

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>Man, I love this place ! ~</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<DIV><FONT face=3DArial size=3D2>T.</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&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>"Mike Audet" &lt;mike@...> wrote in message <A=20

=

href=3D"news:472e3524\$1@linux">news:472e3524\$1@linux</A>...</DIV><BR>Hi=20

Chuck,<BR><BR>It would be great to get a copy of it, if only for the=20

presets.<BR><BR>When I last corresponded with Matt, he wanted to =

charge for=20

his version.<BR>&nbsp;<BR>And that's ok, but I'm within a stone's throw of =

having=20

my own version built.<BR>&nbsp;<BR>I think if you can get a copy to me, =

I'll try=20

to contact Matt to see if<BR>he approves of releasing it.&nbsp;<BR>I =

probably=20

won't be able to stop myself from<BR>looking at his presets and using =

them for=20

my own version if I can't find<BR>him, though.<BR><BR>All I have left =

to do is=20

assign knobs to the variables.  I've been testing it with a =  
 stub=20  
 interface without controls, just checking out how different default =  
 values=20  
 sound.<BR><BR>Thanks again for =  
 everything!<BR><BR>Mike<BR><BR><BR>"chuck=20  
 duffy" &lt;<A href=3D"mailto:c@c.com">c@c.com</A>&gt;=20  
 wrote:<BR>&gt;<BR>&gt;Mike,<BR>&gt;<BR>&gt;Matt Craig already did the =  
 big=20  
 reverb, including UIs and translating all<BR>&gt;presets :) I need to =  
 find it=20  
 and send it to you so you can post =  
 it.<BR>&gt;<BR>&gt;Chuck<BR>&gt;&gt;"Mike=20  
 Audet" &lt;mike@.....&gt; wrote:<BR>&gt;&gt;<BR>&gt;&gt;Hi=20  
 Dimitrios,<BR>&gt;&gt;<BR>&gt;&gt;Thanks for your kind=20  
 words!<BR>&gt;&gt;<BR>&gt;&gt;I've been reading up more on the =  
 architecture of=20  
 the ESP2, and I'm not<BR>sure<BR>&gt;&gt;I can make one plugin =  
 instance talk=20  
 to another.  All the memory is inside<BR>&gt;&gt;the chip, and =  
 it's=20  
 probably all stack based.  So, once an instance of=20  
 a<BR>&gt;plugin<BR>&gt;&gt;is loaded, it can only see its own =  
 variables. =20  
 But it is something I'd<BR>like<BR>&gt;&gt;to try and work around, if=20  
 possible. :)<BR>&gt;&gt;<BR>&gt;&gt;One thing I did get working, =  
 though, is=20  
 the big reverb.  I still have to<BR>&gt;&gt;figure out what =  
 parameters to=20  
 sent it - there's like 25 of them or something<BR>&gt;&gt;with next to =  
 no=20  
 documentation, and I have to build a GUI.  But, I'm=20  
 really,<BR>&gt;&gt;really close to getting it =  
 out.<BR>&gt;&gt;<BR>&gt;&gt;I=20  
 was thinking we could all work together getting some presets going=20  
 for<BR>&gt;&gt;it.  It's really cool.  It allows you to =  
 change the=20  
 internal resonances<BR>&gt;of<BR>&gt;&gt;the reverb so it can be made =  
 to sound=20  
 like a plate or a room or a concert<BR>&gt;&gt;hall, etc.  This =  
 way, we=20  
 don't have to rely on Matt's code, too.  I feel<BR>&gt;&gt;a =  
 little=20  
 uncomfortable releasing someone's software without their=20  
 permission.<BR>&gt;&gt; And, I don't have a copy of it=20  
 anyway.<BR>&gt;&gt;<BR>&gt;&gt;I'm hoping by the end of this next week =  
 I'll=20  
 have it out.<BR>&gt;&gt;<BR>&gt;&gt;Thanks=20

again!<BR>&gt;&gt;<BR>&gt;&gt;Mike<BR>&gt;&gt; <BR>&gt;&gt;"Dimitrios" =  
 &lt;<A=20  
 href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt;=20  
 wrote:<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;Thanks Mike !!<BR>&gt;&gt;&gt;I =  
 will=20  
 send some more money...<BR>&gt;&gt;&gt;You need more support in what =  
 you are=20  
 doing !<BR>&gt;&gt;&gt;Come on guys, ate least some thank you posts =  
 will make=20  
 this guy feel better<BR>&gt;&gt;&gt;!<BR>&gt;&gt;&gt;He is the last =  
 apachi=20  
 !<BR>&gt;&gt;&gt;Dear Mike,<BR>&gt;&gt;&gt;can you make the compressor =  
 stereo=20  
 for insert !?<BR>&gt;&gt;&gt;Means something like your=20  
 ducker.<BR>&gt;&gt;&gt;So as when we have a stereo OH's on channels 1 =  
 and 2=20  
 then by putting one<BR>&gt;&gt;&gt;or two instances of compressor that =  
 one=20  
 gets the sync signal from the<BR>other<BR>&gt;&gt;&gt;as to have =  
 identical=20  
 attack release threshold settings ?<BR>&gt;&gt;&gt;Thanks for what you =  
 are=20  
 doing once again=20  
 =  
 !<BR>&gt;&gt;&gt;Regards,<BR>&gt;&gt;&gt;Dimitrios <BR>&gt;&gt;&gt;<BR>&gt;=  
 ;&gt;&gt;"Mike=20  
 Audet" &lt;mike@....&gt; =  
 wrote:<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;Thanks,=20  
 Rob!&nbsp; Let me know if/when it's useful. I'm dying to hear=20  
 how<BR>these<BR>&gt;&gt;&gt;&gt;things are being=20  
 used.<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;All the=20  
 =  
 best,<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;Mike <BR>&gt;&gt;&gt;&gt;<BR>=  
 &gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;"Rob=20  
 Arsenault" &lt;mani1147athotmaildotcom&gt; =  
 wrote:<BR>&gt;&gt;&gt;&gt;&gt;Way=20  
 to go Mike, great stuff,=20  
 =  
 thanks.<BR>&gt;&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;&gt; <BR>&gt;&gt;&gt;&gt;&gt;g=  
 t;&gt;&gt;"Mike=20  
 Audet" &lt;mike@....&gt; wrote in message <A=20  
 =  
 href=3D"news:472923eb\$1@linux">news:472923eb\$1@linux</A>...<BR>&gt;&gt;&gt;=  
 t;&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;&gt;&gt;=20  
 Yo, Yo!<BR>&gt;&gt;&gt;&gt;&gt;&gt;&gt;<BR>>&gt;&gt;&gt;&gt;&gt; The =  
 EQ4+ has=20  
 been released into the=20  
 wild!<BR>&gt;&gt;&gt;&gt;&gt;&gt;&gt;<BR>>&gt;&gt;&gt;&gt;&gt;&gt; It's a =

stereo, 4=20  
band eq that can be set to high pass, low pass,=20  
high<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;&gt;=20  
shelf,<BR>&gt;&gt;&gt;&gt;&gt; low shelf, band pass, or parametric =

filters, with metering at=20  
=  
every<BR>&gt;&gt;stage.<BR>&gt;&gt;&gt;&gt;&gt; <BR>&gt;&gt;&gt;&gt;&gt;=20  
t;&gt;=20  
How cool is =  
that?<BR>&gt;&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;&gt; A=20  
special thanks goes out to Chuck for his BarbQ.&nbsp; This is=20  
=  
basically<BR>&gt;&gt;&gt;a<BR>&gt;&gt;&gt;&gt;4 <BR>&gt;&gt;&gt;&gt;&gt;=20  
t;=20  
band stereo version of his plugin on=20  
steroids.<BR>&gt;&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;&gt;=20  
Enjoy!<BR>&gt;&gt;&gt;&gt;&gt; Download at:&nbsp; <A=20  
=  
href=3D"http://www.ensoniq.ca">www.ensoniq.ca</A><BR>&gt;&gt;&gt;&gt;=  
&gt;<BR>&gt;&gt;&gt;&gt;&gt;=20  
=  
Mike<BR>&gt;&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;=  
&gt;&gt;&gt;&gt;=20  
=  
<BR>&gt;&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;&gt; <BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;<BR>&gt;&gt;<BR>&gt;<BR></BLOCKQUOTE>  
<DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
and=20  
you?<BR><A=20  
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
..html</A>&nbsp;&nbsp;&nbsp;&nbsp;</FONT></DIV></BODY></HTML>

-----=\_NextPart\_000\_0087\_01C81F53.13155190--This is a multi-part message in MIME format.

-----=\_NextPart\_000\_00B8\_01C81F53.858D3670

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Mike,

How have you been able to go back in time?

You are better than I thought!

Tom

"Mike Audet" <mike@...> wrote in message news:472e070e\$1@linux...

Nope. Unfortunately. =20

"omegar1954" <omegar1954@yahoo.com> wrote:

>Paris demo on any sound card ???

>

>

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=\_NextPart\_000\_00B8\_01C81F53.858D3670

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>Mike,</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>How have you been able to go back in=20  
time?</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<DIV><FONT face=3DArial size=3D2>You are better than I =  
thought!</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<DIV>&nbsp;</DIV>

<BLOCKQUOTE=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Mike Audet" &lt;mike@...&gt; wrote in message <A=20

=

href=3D"news:472e070e\$1@linux">news:472e070e\$1@linux</A>...</DIV><BR>Nope=  
..&nbsp;</DIV></BLOCKQUOTE>

Unfortunately.&nbsp;<BR><BR>"omegar1954" &lt;<A=20

href=3D"mailto:omegar1954@yahoo.com">omegar1954@yahoo.com</A>&gt;=20

wrote:<BR>&gt;Paris demo on any sound card =

???<BR>&gt;<BR>&gt;<BR></BLOCKQUOTE>

<DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
and=20

you?<BR><A=20

href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
..html</A>&nbsp;&nbsp;&nbsp;</FONT></DIV></BODY ></HTML>

-----=\_NextPart\_000\_00B8\_01C81F53.858D3670--http://media.putfile.com/wildboyzlama\_00we  
must all rally around deej and protect him from this scurrilous  
future.

On 5 Nov 2007 17:54:39 +1000, "steve the artguy"  
<artguy@somethingorother.net> wrote:

>  
>"James McCloskey" <excelsm@hotmail.com> wrote:  
>>  
>>http://apnews.excite.com/article/20071104/D8SN3JV00.html  
>  
>[ "We feel we've reached a new stage in PC development, where consumers are  
>looking for user-friendly machines to complement other electronics," said  
>Hiroko Nakamura, a Sony official in Tokyo." ]  
>  
>  
>What spoiled customers -- Imagine. They want computers that are easy to use  
>and actually work!  
>I wish!

I just remember the PARIS demo, and it didn't make any sound. I've got it  
somewhere if it would be helpful to somebody, but it is silent.

:)

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

>  
>  
>Mike,  
>How have you been able to go back in time?  
>  
>You are better than I thought!  
>Tom  
>  
>  
> "Mike Audet" <mike@...> wrote in message news:472e070e\$1@linux...  
>  
> Nope. Unfortunately. =20  
>  
> "omegar1954" <omegar1954@yahoo.com> wrote:  
> >Paris demo on any sound card ???  
> >  
> >  
>

```

>
>
>I choose Polesoft Lockspam to fight spam, and you?
>http://www.polesoft.com/refer.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>Mike,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>How have you been able to go back in=20
>time?</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2>You are better than I =
>thought!</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV> </DIV>
><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Mike Audet" <mike@...> wrote in message <A=20
> =
>href=3D"news:472e070e$1@linux">news:472e070e$1@linux</A>...</DIV><BR>Nope=
>. =20
> Unfortunately. <BR><BR>"omegar1954" <<A=20
> href=3D"mailto:omegar1954@yahoo.com">omegar1954@yahoo.com</A>>=20
> wrote:<BR>>Paris demo on any sound card =
>???<BR>><BR>><BR></BLOCKQUOTE>
><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =
>and=20
>you?<BR><A=20
>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>.html</A> </FONT></DIV></BODY></HTML>
>
>Phew! You had me worried there.

```

DJ wrote:

```

> I did a save after the end of every song.....then started rolling again.
>
> DJ
>
> "Bill L" <bill@billlorentzen.com> wrote in message news:472e7e2c@linux...
>> But what if it crashed in the middle of the original session while

```

>> tracking?  
>>  
>> DJ wrote:  
>>> I have two backups of the entire project..... something like 1GB  
>>> each. They are on two separate 750GB hard drives that I use for backups.  
>>>  
>>> ;o)  
>>>  
>>> "Bill L" <bill@billlorentzen.com> wrote in message  
>>> news:472dcd24\$1@linux...  
>>>> DJ, please tell me you at least have separate audio files for each take?  
>>>> If you just kept it in record for all songs back to back as one long  
>>>> file, you are living really close to the edge, brother. If you got a  
>>>> corruption in an audio file or a crash, the whole session could be out  
>>>> the window.  
>>>>  
>>>> OTOH, if you did do separate files for each song, you can simply delete  
>>>> the tracks you don't want and save the song, then undo the deletes and  
>>>> do the same with the next one, etc.  
>>>>  
>>>> DJ wrote:  
>>>>> Just finished tracking a punk band. we just went balls to the wall 10  
>>>>> drum mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a  
>>>>> POD DI, rythm guitar stereo mic'ed and a scratch vocal. We didn't stop  
>>>>> to create a new song each time. I just "rolled disk" and tracked 12  
>>>>> songs back to back.  
>>>>>  
>>>>> Now I've got to split them into separate tracks and render each one  
>>>>> individually.  
>>>>>  
>>>>> This sucks.  
>>>>>  
>>>>> One thing that didn't suck though was tracking the drums and bass on a  
>>>>> pair of Multifacia on my slave comp while tracking vox and guitars on  
>>>>> the master machine.  
>>>>>  
>>>>> Neither comp was breathing hard at all and Systemlink worked like a  
>>>>> dream.  
>>>>>  
>>>>>  
>>>>>  
>>>>>  
>>>>>  
>>>>>  
>>>>>  
>  
>I agree with you, except that when I play back an old project that didn't  
have the problem, it doesn't crackl, even with more tracks and the same plugs  
as the ppj's that crackle.

Rod

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

>

>

>Hey Rod,

>Do the crackles 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? =20

>

>If you suspect hardware I'd think CPU, fan (make it cold!) or

>power supply. Not in that order. Start with the cheapest fixes 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 =

>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 Crackles

>

> Bounce with no plugs...this does produce a crackle free bounce. I =

>tried this

> the first time it happened a couple weeks ago, and thought I had it =

>narrowed

> down to the UAD plugs. I re-ghosted to a sys version that had an =

>earlier

> UAD install (can't remember the number, it had the Helios, but not the

=

>Neve

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

=

>Paris

> didn't like, but just to be sure I reloaded the new version of the UAD  
 =  
 >software  
 > (the one with the Neve 88) and it still didn't crackle. At that point  
 =  
 >I  
 > thought it might be something else altogether and since I am in the =  
 >middle  
 > of a mixing project that I'm using the Neve 88 plug on a lot (love =  
 >what it  
 > does) I just went for it, listening closely to bounces. I actually did  
 =  
 >2  
 > bounces of every mix and listened back to both at the same time, out =  
 >of phase  
 > with each other, to hear the difference, since the crackles appeared =  
 >to be  
 > random.) There were maybe 1 or 2 crackles per song on a couple songs,  
 =  
 >and  
 > no crackles on the other 3 (that I've done so far). I'm wondering now  
 =  
 >if  
 > it is a UAD rev problem that only shows up after some wear and tear on  
 =  
 >the  
 > sys. I'm going to re-ghost and re-load the=20  
 > UAD software (Neve 88 ver) tomorrow and see what happens.  
 > Just to reiterate...when I did a spdif bounce, even with my system as  
 =  
 >it  
 > is tonight, there are no crackles. That's wierd. Also the crackles =  
 >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 =  
 >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=20

> >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  
=  
>the  
> client and he called me after he got home and listened on his system =  
>(this  
> was an audio CD)so I would say it happens on all systems...but I =  
>havn't burnt  
> another CD yet.  
> It does happen on my NS 10's as well as my Mackie 824's. The 824's =  
>are hooked  
> up thru the spdif out of the mec to a DAC-1 to a PVC passive volume =  
>control.  
> The NS 10's are hooked up thru 2 analogue outs from the Mec into a GFA  
=  
>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 =  
>couple  
> of crackles (random, I bounced twice and listened to both mixes out of  
=  
>phase,  
> set markers at the crackles, and verified by listening one at a time)  
=  
>This  
> also leads me to believe it's some sort of ppj corruption brought on =  
>by the  
> UAD stuff, only it happens over time, but I haven't been able to =  
>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 =  
 >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 =  
 >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  
 =  
 >back  
 > >>on bounce to disk...in the left channel only, same as always. I =  
 >tried panning  
 > >>everything oppisite, crackle, tried lowering levels, crackle.  
 > >>When I took all the tracks off the submixes except for the drums on  
 =  
 >submix  
 > >>1, there were NO crackles. There were also NO crackles when bouncing  
 =  
 >audio  
 > >>from any submix by itself.=20  
 > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice from =  
 >Aaron)  
 > >rendering  
 > >>some of the tracks to 16 bit. I rendered all the drums (15 tracks) =  
 >and  
 > 5  
 > >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles came  
 =  
 >back  
 > >>when bouncing the entire mix. That's where I'm at. I can always do =  
 >the  
 > spdif  
 > >>bounce method...it's a real hassle because of the way my moitoring =

```
>and  
> work  
> >>flow is, but it's doable, and seems to work, but I'd like to get =  
>this thing  
> >>figured out.=20  
> >>I've had it for today. Going to crash.  
> >>Rod  
> >>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:  
> >>>  
> >>>Well, I THOUGHT I had my "bounce to disk" crackles whipped, but =  
>they came  
> >>>back. This time I re-patched and did a spdif bounce and that seemed  
=  
>to  
> >cure  
> >>>it. I haven't tried it yet with bounce to disk to verify that the =  
>crackling  
> >>>comes back, but I bet it will. I wonder what could be causing this?  
=  
>The  
> >>last  
> >>>time I did a fresh install of my system (via ghost) and it seemed =  
>to get  
> >>>rid of it, for a while. I'm going to try a bounce to disk and see =  
>if the  
> >>>crackles return.  
> >>>The way my system is set up, because of space limitations, and the  
=  
>fact  
> >>that  
> >>>I have to have my drums basically in the mix position (facing the =  
>other  
> >>way)  
> >>>makes it A FREAKIN PITA to crawl behind the gear and unplug the =  
>spdif  
> cable  
> >>>going to the DAC-1 and re-patch a cable loop. I accidentally =  
>unplugged something  
> >>>while doing it, and had to rip about half the system out to find =  
>it.  
> ERRRRRRRRRRRRRRRRRRRRR!  
> >>>Rod  
> >>  
> >  
>  
>  
>  
>I choose Polesoft Lockspam to fight spam, and you?
```

```

>http://www.polesoft.com/refer.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>Hey Rod,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Do the crackles repeat themselves in =
>exactly the=20
>same places</FONT></DIV>
>
><DIV><FONT face=3DArial size=3D2>in the waveform or are they to low in =
></FONT></DIV>
><DIV><FONT face=3DArial size=3D2>If you suspect hardware I'd think CPU,
=
></FONT><FONT=20
>face=3DArial size=3D2>fan (make it cold!) or</FONT></DIV>
>with </FONT><FONT face=3DArial size=3D2>the cheapest fixes =
>first.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Maybe you were right way back with the
=
>bad UAD=20
>assumption?</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Still kickin' Paris =
>around,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></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:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>Neil=

```

>,=20  
 > thanks for your response. see my answers interleaved =  
 >below<BR>Rod<BR>"Neil"=20  
 > <<A href=3D"mailto:OIU@l.com">OIU@l.com</A>> =  
 >wrote:<BR>><BR>>This is=20  
 > weird... have you tried any of the following:<BR>><BR>>1.) pan=20  
 > everything to center, and then see if it still shows up<BR>>on the =  
 >left=20  
 > channel? or is the crackling then centered?<BR><BR>Everything Panned =  
 >Ctr still=20  
 > Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =  
 >bouncing=20  
 > dry/clean like<BR>>that, with everything panned as you normally =  
 >would for=20  
 > this<BR>>mix? This includes anything inserted across the=20  
 > 2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and external) =  
 >still=20  
 > Crackles<BR><BR>Bounce with no plugs...this does produce a crackle =  
 >free=20  
 > bounce. I tried this<BR>the first time it happened a couple weeks ago,  
 =  
 >and=20  
  
 >to a=20  
 > sys version that had an earlier<BR>UAD install (can't remember the =  
 >number, it=20  
 > had the Helios, but not the Neve<BR>88)and the crackles went away, so  
 =  
 >I=20  
 > thought it was a software rev that Paris<BR>didn't like, but just to =  
 >be sure I=20  
 > reloaded the new version of the UAD software<BR>(the one with the Neve  
 =  
 >  
  
 >might be=20  
 > something else altogether and since I am in the middle<BR>of a mixing  
 =  
 >project=20  
 > that I'm using the Neve 88 plug on a lot (love what it<BR>does) I just  
 =  
 >went=20  
 > for it, listening closely to bounces. I actually did 2<BR>bounces of =  
 >every mix=20  
 > and listened back to both at the same time, out of phase<BR>with each  
 =  
 >other,=20  
 > to hear the difference, since the crackles appeared to be<BR>random.)

=

>There=20

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

>crackles on=20

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

>UAD rev=20

> problem that only shows up after some wear and tear on the<BR>sys. I'm

=

>going=20

> to re-ghost and re-load the <BR>UAD software (Neve 88 ver) tommorrow =

>and see=20

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

>with my=20

> system as it<BR>is tonight, there are no crackles. That's wierd. Also

=

>the=20

> crackles never<BR>show till listening to the bounced =

>file.<BR>><BR>>3.)=20

> can you determine where the crackle rears it's ugly head?<BR>>IOW, =

>is it=20

> constant, more or less, or is it intermittent? If<BR>>it's =

>intermittent,=20

> does it seem to coincide with any particular<BR>>instrument or =

>track? For=20

> example, could it be a particular<BR>>plugin on the - let's say - =

>cowbell=20

> track, which occurs though<BR>>most of the song, but not on the=20

> (confounded) bridge?<BR><BR>totally random...not in anyway associated

=

>with a=20

> particular instrument. Fairly<BR>study though, like a bowl of rice=20

> crispies.<BR>><BR>>4.) mute/disconnect the right channel when =

>listening=20

> back to<BR>>the crackle-infested bounce to see if there's any =

>pattern that=20

> <BR>>might apply to (3) above?<BR><BR>none<BR>><BR>>5.) Is =

>the=20

> crackle happening on ALL systems? IOW, have you<BR>>burned a CD of =

>the=20

> bounced tracks & played it back on a home<BR>>stereo, in your =

>car, on=20

> headphones, etc? Is it possible that<BR>>for some odd reason the =

>crackle is=20

> due to something in your<BR>>monitoring setup that isn't showing up =

>on=20

> regular playback, but<BR>>might be showing up on a rendered =

>file?<BR>This=20

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

>the<BR>client=20  
 > and he called me after he got home and listened on his system =  
 >(this<BR>was an=20  
 > audio CD)so I would say it happens on all systems...but I havn't=20  
 > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as well as my  
 =  
 >  
  
 >the mec=20  
 > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are hooked  
 =  
 >up thru=20  
 > 2 analogue outs from the Mec into a GFA power<BR>amp. Crackles exist  
 =  
 >on the=20  
 > left channel on both sets of speakers.<BR>><BR>>6.) What happens =  
 >when=20  
 > you open up an older project that you<BR>>DIDN'T have this problem =  
 >on...?=20  
 > If you do a bounce with that,<BR>>does it sound as it did before, =  
 >or does=20  
 > it now have the<BR>>crackles in it?<BR><BR>Not nearly as bad...No =  
 >study=20  
 > diet of rice crispies, but there were a couple<BR>of crackles (random,  
 =  
 >I=20  
 > bounced twice and listend to both mixes out of phase,<BR>set markers =  
 >at the=20  
 > crackles, and verified by listening one at a time) This<BR>also leads  
 =  
 >me to=20  
 > believe it's some sort of ppj corruption brought on by the<BR>UAD =  
 >stuff, only=20  
 > it happens over time, but I haven't been able to verify=20  
 > this<BR>yet.<BR>><BR>>7.) Have you tried physically swapping =  
 >your left=20  
 > speaker with<BR>>your right speaker?<BR>swapping speakers make no=20  
 > difference, swapping the cables leading to the<BR>speakers makes it =  
 >happen in=20  
 > the right speaker.<BR>><BR>>Just trying to think of things to =  
 >try &=20  
 > narrow it down by<BR>>process of elimination.<BR><BR>I appreciate =  
 >your=20  
 > thought process. If this makes a light go off for you,<BR>please let =  
 >me=20  
 > know.<BR>><BR>>Can you e-mail me an mp3 file of any song or =  
 >songs that=20

>DOT=20

>what it=20

> sounds like.<BR><BR>will =

>Do<BR>><BR>>Neil<BR>><BR>><BR>>"Rod=20

> Lincoln" <<A=20

> =

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

>t;=20

> wrote:<BR>>><BR>>>OK..I got everything hooked backk up and =

>sure=20

> enough, the crackle is back<BR>>>on bounce to disk...in the left =

>channel=20

> only, same as always. I tried panning<BR>>>everything oppisite, =

>crackle,=20

> tried lowering levels, crackle.<BR>>>When I took all the tracks =

>off the=20

> submixes except for the drums on submix<BR>>>1, there were NO =

>crackles.=20

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

>submix by=20

> itself. <BR>>>This is a 24 bit mix with 24 bit tracks, so I =

>tried=20

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

>16 bit.=20

> I rendered all the drums (15 tracks) and<BR>5<BR>>>other tracks =

>to 16=20

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

>bouncing=20

> the entire mix. That's where I'm at. I can always do=20

> the<BR>spdif<BR>>>bounce method...it's a real hassle because of =

>the way=20

> my moitoring and<BR>work<BR>>>flow is, but it's doable, and =

>seems to=20

> work, but I'd like to get this thing<BR>>>figured out. =

><BR>>>I've=20

> had it for today. Going to crash.<BR>>>Rod<BR>>>"Rod =

>Lincoln"=20

> <<A=20

> =

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

>>=20

> wrote:<BR>>>><BR>>>>Well, I THOUGHT I had my "bounce =

>to=20

> disk" crackles whipped, but they came<BR>>>>back. This time I =

>

> re-patched and did a spdif bounce and that seemed=20

> to<BR>>cure<BR>>>>it. I haven't tried it yet with bounce to =

$\succ$ 

Okay Rod,  
How about one track with the UAD plugs  
that has a few rough spots that are amplified  
by the plugin set?

???

Tom

I agree with you, except that when I play back an old project that =  
didn't  
have the problem, it doesn't crackle, even with more tracks and the =  
same plugs  
as the ppj's that crackle.=20

Rod

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

>

>

>Hey Rod,

>Do the crackles 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? =3D20

>

>If you suspect hardware I'd think CPU, fan (make it cold!) or

>power supply. Not in that order. Start with the cheapest fixes =  
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 =3D

>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 =  
Crackles

>

> Bounce with no plugs...this does produce a crackle free bounce. I =  
=3D

>tried this

> the first time it happened a couple weeks ago, and thought I had it =  
=3D

>narrowed  
 > down to the UAD plugs. I re-ghosted to a sys version that had an =  
 =3D  
 >earlier  
 > UAD install (can't remember the number, it had the Helios, but not =  
 the  
 =3D  
 >Neve  
 > 88)and the crackles went away, so I thought it was a software rev =  
 that  
 =3D  
 >Paris  
 > didn't like, but just to be sure I reloaded the new version of the =  
 UAD  
 =3D  
 >software  
 > (the one with the Neve 88) and it still didn't crackle. At that =  
 point  
 =3D  
 >I  
 > thought it might be something else altogether and since I am in the =  
 =3D  
 >middle  
 > of a mixing project that I'm using the Neve 88 plug on a lot (love =  
 =3D  
 >what it  
 > does) I just went for it, listening closely to bounces. I actually =  
 did  
 =3D  
 >2  
 > bounces of every mix and listened back to both at the same time, =  
 out =3D  
 >of phase  
 > with each other, to hear the difference, since the crackles =  
 appeared =3D  
 >to be  
 > random.) There were maybe 1 or 2 crackles per song on a couple =  
 songs,  
 =3D  
 >and  
 > no crackles on the other 3 (that I've done so far). I'm wondering =  
 now  
 =3D  
 >if  
 > it is a UAD rev problem that only shows up after some wear and tear =  
 on  
 =3D  
 >the

> sys. I'm going to re-ghost and re-load the=3D20  
 > UAD software (Neve 88 ver) tomorrow and see what happens.  
 > Just to reiterate...when I did a spdif bounce, even with my system =  
 as  
 =3D  
 >it  
 > is tonight, there are no crackles. That's wierd. Also the crackles =  
 =3D  
 >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 =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 disk" 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 haven'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 accidentally =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</A>...</DIV><BR>N=
eil=3D
>=3D20
> thanks for your response. see my answers interleaved =3D
>below<BR>Rod<BR>"Neil"=3D20
> <<A href=3D3D"mailto:OIU@I.com">OIU@I.com</A>> =3D
>wrote:<BR>><BR>>This is=3D20
> weird... have you tried any of the following:<BR>><BR>>1.) pan=3D20
> everything to center, and then see if it still shows up<BR>>on the =
=3D
>left=3D20
> channel? or is the crackling then centered?<BR><BR>Everything =
Panned =3D
>Ctr still=3D20
> Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D
>bouncing=3D20
> dry/clean like<BR>>that, with everything panned as you normally =3D
>would for=3D20
> this<BR>>mix? This includes anything inserted across the=3D20
> 2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and =
external) =3D
>still=3D20
> Crackles<BR><BR>Bounce with no plugs...this does produce a crackle =
=3D
>free=3D20
> bounce. I tried this<BR>the first time it happened a couple weeks =
ago,
=3D
>and=3D20
> thought I had it narrowed<BR>down to the UAD plugs. I re-ghosted =

```

=3D  
>to a=3D20  
> sys version that had an earlier<BR>UAD install (can't remember the =  
=3D  
>number, it=3D20  
> had the Helios, but not the Neve<BR>88)and the crackles went away, =  
so  
=3D  
>I=3D20  
> thought it was a software rev that Paris<BR>didn't like, but just =  
to =3D  
>be sure I=3D20  
> reloaded the new version of the UAD software<BR>(the one with the =  
Neve  
=3D  
>  
> 88) and it still didn't crackle. At that point I<BR>thought it =3D  
>might be=3D20  
> something else altogether and since I am in the middle<BR>of a =  
mixing  
=3D  
>project=3D20  
> that I'm using the Neve 88 plug on a lot (love what it<BR>does) I =  
just  
=3D  
>went=3D20  
> for it, listening closely to bounces. I actually did 2<BR>bounces =  
of =3D  
>every mix=3D20  
> and listened back to both at the same time, out of phase<BR>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<BR>>most of the song, but not on =  
 the=3D20  
 > (confounded) bridge?<BR><BR>totally random...not in anyway =  
 associated  
 =3D  
 >with a=3D20  
 > particular instrument. Fairly<BR>study though, like a bowl of =  
 rice=3D20  
 > crispies.<BR>><BR>>4.) mute/disconnect the right channel when =3D  
 >listening=3D20  
 > back to<BR>>the crackle-infested bounce to see if there's any =3D  
 >pattern that=3D20  
 > <BR>>might apply to (3) above?<BR><BR>none<BR>><BR>>5.) Is =3D  
 >the=3D20  
 > crackle happening on ALL systems? IOW, have you<BR>>burned a CD of =  
 =3D  
 >the=3D20  
 > bounced tracks & played it back on a home<BR>>stereo, in your =3D  
 >car, on=3D20  
 > headphones, etc? Is it possible that<BR>>for some odd reason the =  
 =3D  
 >crackle is=3D20  
 > due to something in your<BR>>monitoring setup that isn't showing up =  
 =3D  
 >on=3D20  
 > regular playback, but<BR>>might be showing up on a rendered =3D  
 >file?<BR>This=3D20

> first came to my attention after I burned a CD of test mixes for =  
 =3D  
 >the<BR>client=3D20  
 > and he called me after he got home and listened on his system =3D  
 >(this<BR>was an=3D20  
 > audio CD)so I would say it happens on all systems...but I =  
 havn't=3D20  
 > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as well as =  
 my  
 =3D  
 >  
 > Mackie 824's. The 824's are hooked<BR>up thru the spdif out of =3D  
 >the mec=3D20  
 > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are =  
 hooked  
 =3D  
 >up thru=3D20  
 > 2 analogue outs from the Mec into a GFA power<BR>amp. Crackles =  
 exist  
 =3D  
 >on the=3D20  
 > left channel on both sets of speakers.<BR>><BR>>6.) What happens =  
 =3D  
 >when=3D20  
 > you open up an older project that you<BR>>DIDN'T have this problem =  
 =3D  
 >on...?=3D20  
 > If you do a bounce with that,<BR>>does it sound as it did before, =  
 =3D  
 >or does=3D20  
 > it now have the<BR>>crackles in it?<BR><BR>Not nearly as bad...No =  
 =3D  
 >study=3D20  
 > diet of rice crispies, but there were a couple<BR>of crackles =  
 (random,  
 =3D  
 >I=3D20  
 > bounced twice and listend to both mixes out of phase,<BR>set =  
 markers =3D  
 >at the=3D20  
 > crackles, and verified by listening one at a time) This<BR>also =  
 leads  
 =3D  
 >me to=3D20  
 > believe it's some sort of ppj corruption brought on by the<BR>UAD =  
 =3D  
 >stuff, only=3D20  
 > it happens over time, but I haven't been able to verify=3D20

> this<BR>yet.<BR>><BR>>7.) Have you tried physically swapping =3D  
 >your left=3D20  
 > speaker with<BR>>your right speaker?<BR>swapping speakers make =  
 no=3D20  
 > difference, swapping the cables leading to the<BR>speakers makes it =  
 =3D  
 >happen in=3D20  
 > the right speaker.<BR>><BR>>Just trying to think of things to =3D  
 >try &=3D20  
 > narrow it down by<BR>>process of elimination.<BR><BR>I appreciate =  
 =3D  
 >your=3D20  
 > thought process. If this makes a light go off for you,<BR>please =  
 let =3D  
 >me=3D20  
 > know.<BR>><BR>>Can you e-mail me an mp3 file of any song or =3D  
 >songs that=3D20  
 > it's<BR>>doing this on? If so, send it to: neil =3D  
 >DOT=3D20  
 > henderson AT<BR>>sbcglobal DOT net I'd be curious as to =3D  
 >what it=3D20  
 > sounds like.<BR><BR>will =3D  
 >Do<BR>><BR>>Neil<BR>><BR>><BR>>"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:<BR>>><BR>>>OK..I got everything hooked backk up and =3D  
 >sure=3D20  
 > enough, the crackle is back<BR>>>on bounce to disk...in the left =  
 =3D  
 >channel=3D20  
 > only, same as always. I tried panning<BR>>>everything oppisite, =3D  
 >crackle,=3D20  
 > tried lowering levels, crackle.<BR>>>When I took all the tracks =3D  
 >off the=3D20  
 > submixes except for the drums on submix<BR>>>1, there were NO =3D  
 >crackles.=3D20  
 > There were also NO crackles when bouncing audio<BR>>>from any =3D  
 >submix by=3D20  
 > itself. <BR>>>This is a 24 bit mix with 24 bit tracks, so I =3D  
 >tried=3D20  
 > (advice from Aaron)<BR>>rendering<BR>>>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  
 >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  
 >The<BR>>>last<BR>>>>time I=3D20  
 > did a fresh install of my system (via ghost) and it seemed to=3D20  
 > get<BR>>>>rid of it, for a while. I'm going to try a bounce =3D  
 >to disk=3D20  
 > and see if the<BR>>>>crackles return.<BR>>>>The way =3D  
 >my=3D20  
 > system is set up, because of space limitations, and the=3D20  
 > fact<BR>>>>that<BR>>>>I have to have my drums basically =3D  
 >in the=3D20  
 > 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  
 > about half the system out to find=3D20  
 > =3D  
 >it.<BR>ERRRRRRRRRRRRRRRRRRRRRR!<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>
>
>
```

-----=\_NextPart\_000\_001F\_01C81F96.48564D30

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>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 =
size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>Mute one =
track at a time to=20
find it.&nbsp;</FONT></DIV>
<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" &lt;<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" &lt;<A=20  
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&g;t;=20  
 wrote:<BR>&g;t;<BR>&g;t;<BR>&g;t;Hey Rod,<BR>&g;t;Do the crackles repeat=20  
 themselves in exactly the same places<BR>&g;t;on play back?&nbsp; If =  
 not, I'd=20  
 look at hardware.&nbsp; Do they show up<BR>&g;t;in the waveform or are =  
 they to=20  
 low in level? =3D20<BR>&g;t;<BR>&g;t;If you suspect hardware I'd think =  
 CPU, fan=20  
 (make it cold!) or<BR>&g;t;power supply.&nbsp; Not in that order.&nbsp; =  
 Start=20  
 with the cheapest fixes first.<BR>&g;t;Maybe you were right way back =  
 with the=20  
 bad UAD assumption?<BR>&g;t;<BR>&g;t;Still kickin' Paris=20  
 around,<BR>&g;t;Tom<BR>&g;t;<BR>&g;t;&nbsp; "Rod Lincoln" &lt;<A=20  
 =  
 href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=t;=20  
 wrote in message =  
 =3D<BR>&g;t;news:472e82a3\$1@linux...<BR>&g;t;<BR>&g;t;&nbsp; Neil,=20  
 thanks for your response. see my answers interleaved =  
 below<BR>&g;t;&nbsp;=20  
 Rod<BR>&g;t;&nbsp; "Neil" &lt;<A =  
 href=3D"mailto:OIU@I.com">OIU@I.com</A>&g;t;=20  
 wrote:<BR>&g;t;&nbsp; &g;t;<BR>&g;t;&nbsp; &g;t;This is weird... have you =  
 tried=20  
 any of the following:<BR>&g;t;&nbsp; &g;t;<BR>&g;t;&nbsp; &g;t;1.) pan =  
 everything=20  
 to center, and then see if it still shows up<BR>&g;t;&nbsp; &g;t;on the =  
 left=20  
 channel? or is the crackling then centered?<BR>&g;t;<BR>&g;t;&nbsp; =  
 Everything=20  
 Panned Ctr still Crackles<BR>&g;t;&nbsp; &g;t;<BR>&g;t;&nbsp; &g;t;2.) =  
 removing=20  
 ALL plugins &amp; EFX, and bouncing dry/clean like<BR>&g;t;&nbsp; =  
 &g;t;that,=20  
 with everything panned as you normally would for this<BR>&g;t;&nbsp; =  
 &g;t;mix?=20  
 This includes anything inserted across the =

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

altogether and since I am in the =3D<BR>&gt;middle<BR>&gt;&nbsp; of a =  
 mixing=20  
 project that I'm using the Neve 88 plug on a lot (love =3D<BR>&gt;what =

it<BR>&gt;&nbsp; does) I just went for it, listening closely to =  
 bounces. I=20  
 actually did<BR>=3D<BR>&gt;2<BR>&gt;&nbsp; bounces of every mix and =  
 listened=20  
 back to both at the same time, out =3D<BR>&gt;of phase<BR>&gt;&nbsp; =  
 with each=20  
 other, to hear the difference, since the crackles appeared =  
 =3D<BR>&gt;to=20  
 be<BR>&gt;&nbsp; random.) There were maybe 1 or 2 crackles per song on =  
 a=20  
 couple songs,<BR>=3D<BR>&gt;and<BR>&gt;&nbsp; no crackles on the other =  
 3 (that=20  
 I've done so far). I'm wondering now<BR>=3D<BR>&gt;if<BR>&gt;&nbsp; it =  
 is a UAD=20  
 rev problem that only shows up after some wear and tear=20  
 on<BR>=3D<BR>&gt;the<BR>&gt;&nbsp; sys. I'm going to re-ghost and =  
 re-load=20  
 the=3D20<BR>&gt;&nbsp; UAD software (Neve 88 ver) tommorrow and see =  
 what=20  
 happens.<BR>&gt;&nbsp; Just to reiterate...when I did a spdif bounce, =  
 even=20  
 with my system as<BR>=3D<BR>&gt;it<BR>&gt;&nbsp; is tonight, there are =  
 no=20

crackles. That's wierd. Also the crackles =  
 =3D<BR>&gt;&gt;never<BR>&gt;&gt; &gt;&nbsp; show=20  
 till listening to the bounced file.<BR>&gt;&nbsp; &gt;&nbsp;<BR>&gt;&nbsp; =  
 &gt;3.)=20  
 can you determine where the crackle rears it's ugly =  
 head?<BR>&gt;&nbsp;=20  
 &gt;IOW, is it constant, more or less, or is it intermittent? =  
 If<BR>&gt;&nbsp;=20  
 &gt;it's intermittent, does it seem to coincide with any=20  
 particular<BR>&gt;&nbsp; &gt;instrument or track? For example, could =  
 it be a=20  
 particular<BR>&gt;&nbsp; &gt;plugin on the - let's say - cowbell =  
 track, which=20  
 occurs though<BR>&gt;&nbsp; &gt;most of the song, but not on the =  
 (confounded)=20  
 bridge?<BR>&gt;<BR>&gt;&nbsp; totally random...not in anyway =  
 associated with a=20  
 particular =3D<BR>&gt;instrument. Fairly<BR>&gt;&nbsp; study though, =  
 like a bowl=20  
 of rice crispies.<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;4.) =  
 mute/disconnect the=20  
 right channel when listening back to<BR>&gt;&nbsp; &gt;the =  
 crackle-infested=20  
 bounce to see if there's any pattern that=3D20<BR>&gt;&nbsp; &gt;might =  
 apply to=20  
 (3) above?<BR>&gt;<BR>&gt;&nbsp; none<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; =  
 &gt;5.)=20  
 Is the crackle happening on ALL systems? IOW, have you<BR>&gt;&nbsp;=20  
 &gt;burned a CD of the bounced tracks &amp; played it back on a=20  
 home<BR>&gt;&nbsp; &gt;stereo, in your car, on headphones, etc? Is it =  
 possible=20  
 that<BR>&gt;&nbsp; &gt;for some odd reason the crackle is due to =  
 something in=20  
 your<BR>&gt;&nbsp; &gt;monitoring setup that isn't showing up on =  
 regular=20  
 playback, but<BR>&gt;&nbsp; &gt;might be showing up on a rendered=20  
 file?<BR>&gt;&nbsp; This first came to my attention after I burned a =  
 CD of=20  
 test mixes for<BR>=3D<BR>&gt;the<BR>&gt;&nbsp; client and he called me =  
 after he=20  
 got home and listened on his system =3D<BR>&gt;(this<BR>&gt;&nbsp; was =  
 an audio=20  
 CD)so I would say it happens on all systems...but I =3D<BR>&gt;&gt;havn't=20  
 burnt<BR>&gt;&nbsp; another CD yet.<BR>&gt;&nbsp; It does happen on my =  
 NS 10's=20  
 as well as my Mackie&nbsp; 824's. The 824's =3D<BR>&gt;&gt;are =  
 hooked<BR>&gt;&nbsp;=20  
 up thru the spdif out of the mec to a DAC-1 to a PVC passive volume=20

=3D<BR>&gt;control.<BR>&gt;&nbsp; The NS 10's are hooked up thru 2 =  
 analogue outs=20  
 from the Mec into a GFA<BR>=3D<BR>&gt;power<BR>&gt;&nbsp; amp. =  
 Crackles exist=20  
 on the left channel on both sets of speakers.<BR>&gt;&nbsp; =  
 &gt;<BR>&gt;&nbsp;=20  
 &gt;6.) What happens when you open up an older project that =  
 you<BR>&gt;&nbsp;=20  
 &gt;DIDN'T have this problem on...? If you do a bounce with=20  
 that,<BR>&gt;&nbsp; &gt;does it sound as it did before, or does it now =  
 have=20  
 the<BR>&gt;&nbsp; &gt;crackles in it?<BR>&gt;<BR>&gt;&nbsp; Not nearly =  
 as=20  
 bad...No study diet of rice crispies, but there were a=20  
 =3D<BR>&gt;couple<BR>&gt;&nbsp; of crackles (random, I bounced twice =  
 and listend=20  
 to both mixes out of<BR>=3D<BR>&gt;phase,<BR>&gt;&nbsp; set markers at =  
 the=20  
 crackles, and verified by listening one at a=20  
 time)<BR>=3D<BR>&gt;This<BR>&gt;&nbsp; also leads me to believe it's =  
 some sort=20  
 of ppj corruption brought on =3D<BR>&gt;by the<BR>&gt;&nbsp; UAD =  
 stuff, only it=20  
 happens over time, but I haven't been able to =3D<BR>&gt;verify=20  
 this<BR>&gt;&nbsp; yet.<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;7.) Have =  
 you=20  
 tried physically swapping your left speaker with<BR>&gt;&nbsp; =  
 &gt;your right=20  
 speaker?<BR>&gt;&nbsp; swapping speakers make no difference, swapping =  
 the=20  
 cables leading to =3D<BR>&gt;the<BR>&gt;&nbsp; speakers makes it =  
 happen in the=20  
 right speaker.<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;Just trying to =  
 think of=20  
 things to try & narrow it down by<BR>&gt;&nbsp; &gt;process of=20  
 elimination.<BR>&gt;<BR>&gt;&nbsp; I appreciate your thought process. =  
 If this=20  
 makes a light go off for =3D<BR>&gt;you,<BR>&gt;&nbsp; please let me=20  
 know.<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;Can you e-mail me an mp3 =  
 file of=20  
 any song or songs that it's<BR>&gt;&nbsp; &gt;doing this on? If so, =  
 send it=20  
 to:&nbsp;&nbsp;&nbsp; neil&nbsp;&nbsp;&nbsp; DOT henderson AT<BR>&gt;&nbsp; =  
 &gt;sbcglobal DOT=20  
 net&nbsp;&nbsp;&nbsp; I'd be curious as to what it sounds=20  
 like.<BR>&gt;<BR>&gt;&nbsp; will Do<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp;=20  
 &gt;Neil<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;"Rod =  
 Lincoln"=20

<A=20  
=  
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=  
t;=20  
wrote:<BR>&t; &t; &t;<BR>&t; &t; &t;OK..I got =  
everything=20  
hooked backk up and sure enough, the crackle =  
is<BR>=3D<BR>&t;back<BR>&t; &t;=20  
&t; &t;on bounce to disk...in the left channel only, same as always. =  
I=20  
=3D<BR>&t;tried panning<BR>&t; &t; &t;everything oppisite, =  
crackle,=20  
tried lowering levels, crackle.<BR>&t; &t; &t;When I took all =  
the=20  
tracks off the submixes except for the drums=20  
on<BR>=3D<BR>&t;submix<BR>&t; &t; &t;1, there were NO =  
crackles. There=20  
were also NO crackles when bouncing<BR>=3D<BR>&t;audio<BR>&t; &t;=20  
&t; &t;from any submix by itself.=3D20<BR>&t; &t; &t;This is =  
a 24 bit=20  
mix with 24 bit tracks, so I tried (advice from =  
=3D<BR>&t;Aaron)<BR>&t; &t;=20  
&t;rendering<BR>&t; &t; &t;some of the tracks to 16 bit. I =  
rendered=20  
all the drums (15 tracks) =3D<BR>&t;and<BR>&t; &t; 5<BR>&t; &t; =  
  
&t; &t;other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =  
  
came<BR>=3D<BR>&t;back<BR>&t; &t; &t;when bouncing the entire =  
mix.=20  
That's where I'm at. I can always do =3D<BR>&t;the<BR>&t; &t;=20  
spdif<BR>&t; &t; &t;bounce method...it's a real hassle because =  
of the=20  
way my moitoring =3D<BR>&t;and<BR>&t; &t; work<BR>&t; &t; =  
&t; &t;flow=20  
is, but it's doable, and seems to work, but I'd like to get =  
=3D<BR>&t;this=20  
thing<BR>&t; &t; &t;figured out.=3D20<BR>&t; &t; =  
&t; &t;I've had it=20  
for today. Going to crash.<BR>&t; &t; &t;Rod<BR>&t; &t;=20  
&t; &t;"Rod Lincoln" &t;<A=20  
=  
href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A>=  
&t;=20  
wrote:<BR>&t; &t; &t;<BR>&t; &t; &t;Well, I =  
THOUGHT I=20  
had my "bounce to disk" crackles whipped, but =3D<BR>&t;they =  
came<BR>&t; &t;=20

&gt;&gt;&gt;back. This time I re-patched and did a spdif bounce and =  
that=20  
seemed<BR>=3D<BR>&gt;to<BR>&gt;&nbsp; &gt;cure<BR>&gt;&nbsp; =  
&gt;&gt;&gt;it. I=20  
haven't tried it yet with bounce to disk to verify that the=20  
=3D<BR>&gt;crackling<BR>&gt;&nbsp; &gt;&gt;&gt;comes back, but I bet =  
it will. I=20  
wonder what could be causing this?<BR>=3D<BR>&gt;The<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;last<BR>&gt;&nbsp; &gt;&gt;&gt;time I did a fresh install of =  
my system=20  
(via ghost) and it seemed =3D<BR>&gt;to get<BR>&gt;&nbsp; =  
&gt;&gt;&gt;rid of it,=20  
for a while. I'm going to try a bounce to disk and see =3D<BR>&gt;if=20  
the<BR>&gt;&nbsp; &gt;&gt;&gt;crackles return.<BR>&gt;&nbsp; =  
&gt;&gt;&gt;The=20  
way my system is set up, because of space limitations, and=20  
the<BR>=3D<BR>&gt;fact<BR>&gt;&nbsp; &gt;&gt;&gt;that<BR>&gt;&nbsp; =  
&gt;&gt;&gt;I=20  
have to have my drums basically in the mix position (facing the=20  
=3D<BR>&gt;other<BR>&gt;&nbsp; &gt;&gt;&gt;way)<BR>&gt;&nbsp; =  
&gt;&gt;&gt;makes it A=20  
FREAKIN PITA to crawl behind the gear and unplug the=20  
=3D<BR>&gt;spdif<BR>&gt;&nbsp; cable<BR>&gt;&nbsp; &gt;&gt;&gt;going =  
to the=20  
DAC-1 and re-patch a cable loop. I accidently =3D<BR>&gt;unplugged=20  
something<BR>&gt;&nbsp; &gt;&gt;&gt;while doing it, and had to rip =  
about a half=20  
the system out to find =3D<BR>&gt;it.<BR>&gt;&nbsp;=20  
ERRRRRRRRRRRRRRRRRRRRR!<BR>&gt;&nbsp; &gt;&gt;&gt;Rod<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;<BR>&gt;&nbsp; &gt;<BR>&gt;<BR>&gt;<BR>&gt;<BR>&gt;I choose =  
Polesoft=20  
Lockspam to fight spam, and=20  
you?<BR>&gt;<http://www.polesoft.com/refer.html>&nbsp;&nbsp;=20  
<BR>&gt;<BR>&gt;&lt;!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20  
Transitional//EN"&gt;<BR>&gt;&lt;HTML&gt;&lt;HEAD&gt; <BR>&gt;&lt;META=20  
http-equiv=3D3DContent-Type content=3D3D"text/html";=20  
=3D<BR>&gt;charset=3D3Diso-8859-1"&gt;<BR>&gt;&lt;META =  
content=3D3D"MSHTML=20  
6.00.2800.1400"=20  
=  
name=3D3DGENERATOR&gt;<BR>&gt;&lt;STYLE&gt;&lt;/STYLE&gt; <BR>&gt;&lt;/HEA=  
D&gt;<BR>&gt;&lt;BODY=20  
bgColor=3D3D#ffffff&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT face=3D3DArial =  
size=3D3D2&gt;Hey=20  
Rod,&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =  
face=3D3DArial=20  
size=3D3D2&gt;Do the crackles repeat themselves in =3D<BR>&gt;exactly=20  
the=3D20<BR>&gt;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  
MARGIN-RIGHT: 0px"><BR>< </DIV>"Rod Lincoln"=20  
<&A=3D20<BR>< <BR><href=3D3D"<A=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</A>=  
A&g'&g'</A>=3D<BR><t;=3D20<BR>< <BR><wrote in message <A=3D20<BR>< <BR><href=3D3D"<A=20  
=  
href=3D'news:472e82a3\$1@linux">news:472e82a3\$1@linux</A>...</DIV><BR>Neil=  
'>news:472e82a3\$1@linux">news:472e82a3\$1@linux</A>...</DIV>

;<BR>Neil</A>=3D<BR>&gt;,=3D20<BR>&gt;&nbsp;=20  
 thanks for your response. see my answers interleaved=20  
 =3D<BR>&gt;below<BR>&gt;Rod<BR>&gt; "Neil"=3D20<BR>&gt;&nbsp;=20  
 &lt;&lt;A=20  
 href=3D3D"<A=20  
 =  
 href=3D'mailto:OIU@l.com">OIU@l.com</A>mailto:OIU@l.com"&gt;OIU@l.com&lt;=  
 ;/A</A>&gt;&gt;=20  
 =3D<BR> &gt;wrote:<BR>&gt;&gt;<BR>&gt;&nbsp;mp;>This =  
 is=3D20<BR>&gt;&nbsp; weird...=20  
 have you tried any of the following:<BR>&gt;&gt;<BR>&gt;&nbsp;t;1.)=20  
 pan=3D20<BR>&gt;&nbsp; everything to center, and then see if it still =  
 shows=20  
 up<BR>&gt;&gt;on the =3D<BR>&gt;left=3D20<BR>&gt;&nbsp; channel? or =  
 is the=20  
 crackling then centered?<BR>&gt;&lt;BR>&gt;Everything Panned =  
 =3D<BR>&gt;&gt;Ctr=20  
 still=3D20<BR>&gt;&nbsp; Crackles<BR>&gt;&gt;<BR>&gt;&nbsp;2.) =  
 removing ALL=20  
 plugins & EFX, and =3D<BR>&gt;bouncing=3D20<BR>&gt;&nbsp; =  
 dry/clean=20  
 like<BR>&gt;&gt;that, with everything panned as you normally =  
 =3D<BR>&gt;&gt;would=20  
 for=3D20<BR>&gt;&nbsp; this<BR>&gt;&gt;mix? This includes anything =  
 inserted=20  
 across the=3D20<BR>&gt;&nbsp; 2-buss.<BR>&gt;&lt;BR>&gt;Bounce with =  
 No FX=20  
 (Auxes, both internal and external) =  
 =3D<BR>&gt;&gt;still=3D20<BR>&gt;&nbsp;=20  
 Crackles<BR>&gt;&lt;BR>&gt;Bounce with no plugs...this does produce a =  
 crackle=20  
 =3D<BR>&gt;&gt;free=3D20<BR>&gt;&nbsp; bounce. I tried this<BR>&gt;the =  
 first time it=20  
 happened a couple weeks ago,<BR>=3D<BR>&gt;&gt;and=3D20<BR>&gt;&nbsp; =  
 thought I had it=20  
 narrowed<BR>&gt;&gt;down to the UAD plugs. I re-ghosted =3D<BR>&gt;&gt;to=20  
 a=3D20<BR>&gt;&nbsp; sys version that had an earlier<BR>&gt;UAD =  
 install (can't=20  
 remember the =3D<BR>&gt;number, it=3D20<BR>&gt;&nbsp; had the Helios, =  
 but not the=20  
 Neve<BR>&gt;88)and the crackles went away, =  
 so<BR>=3D<BR>&gt;&gt;l=3D20<BR>&gt;&nbsp;=20  
 thought it was a software rev that Paris<BR>&gt;didn't like, but =  
 just to=20  
 =3D<BR>&gt;&gt;be sure l=3D20<BR>&gt;&nbsp; reloaded the new version of =  
 the UAD=20  
 software<BR>&gt;(the one with the Neve<BR>=3D<BR>&gt;<BR>&gt;&nbsp; =  
 88) and it=20

still didn't crackle. At that point I thought it =  
 =3D<BR>&gt;might=20  
 be=3D20<BR>&gt;&nbsp; something else altogether and since I am in the=20  
 middle&lt;BR>&lt; of a mixing<BR>=3D<BR>&gt;project=3D20<BR>&gt;&nbsp; =  
 that I'm=20  
 using the Neve 88 plug on a lot (love what it&lt;BR>&gt;does) I=20  
 just<BR>=3D<BR>&gt;went=3D20<BR>&gt;&nbsp; for it, listening closely =  
 to bounces. I=20  
 actually did 2&lt;BR>&gt;bounces of =3D<BR>&gt;every =  
 mix=3D20<BR>&gt;&nbsp; and=20  
 listened back to both at the same time, out of phase&lt;BR>&gt;with=20  
 each<BR>=3D<BR>&gt;other,=3D20<BR>&gt;&nbsp; to hear the difference, =  
 since the=20  
 crackles appeared to =  
 be&lt;BR>&gt;random.)<BR>=3D<BR>&gt;There=3D20 <BR>&gt;&nbsp;=20  
 were maybe 1 or 2 crackles per song on a couple songs, and&lt;BR>&gt;no =  
  
 =3D<BR>&gt;crackles on=3D20<BR>&gt;&nbsp; the other 3 (that I've done =  
 so far). I'm=20  
 wondering now if&lt;BR>&gt;it is a =3D<BR>&gt;UAD =  
 rev=3D20<BR>&gt;&nbsp; problem=20  
 that only shows up after some wear and tear on the&lt;BR>&gt;sys.=20  
 I'm<BR>=3D<BR>&gt;going=3D20<BR>&gt;&nbsp; to re-ghost and re-load the =  
  
 &lt;BR>&gt;UAD software (Neve 88 ver) tommorrow =3D<BR>&gt;and=20  
 see=3D20<BR>&gt;&nbsp; what happens.&lt;BR>&gt;Just to reiterate...when =  
 I did a=20  
 spdif bounce, even =3D<BR>&gt;with my=3D20<BR>&gt;&nbsp; system as =  
 it&lt;BR>&gt;is=20  
 tonight, there are no crackles. That's wierd.=20  
 Also<BR>=3D<BR>&gt;the=3D20<BR>&gt;&nbsp; crackles never&lt;BR>&gt;show =  
 till=20  
 listening to the bounced=20  
 =3D<BR>&gt; &gt;file.&lt;BR>&gt;&gt;&lt;BR>&gt;&am p;gt;3.)=3D20 <BR>&gt;&nbsp; can =  
 you=20  
 determine where the crackle rears it's ugly head?&lt;BR>&gt;&gt;LOW,=20  
 =3D<BR>&gt;is it=3D20<BR>&gt;&nbsp; constant, more or less, or is it =  
 intermittent?=20  
 If&lt;BR>&gt;it's =3D<BR>&gt;intermittent,=3D20<BR>&gt;&nbsp; does =  
 it seem to=20  
 coincide with any particular&lt;BR>&gt;&gt;instrument or =  
 =3D<BR>&gt;track?=20  
 For=3D20<BR>&gt;&nbsp; example, could it be a =  
 particular&lt;BR>&gt;&gt;plugin on=20  
 the - let's say - =3D<BR>&gt;cowbell=3D20<BR>&gt;&nbsp; track, which =  
 occurs=20  
 though&lt;BR>&gt;&gt;most of the song, but not on =  
 the=3D20<BR>&gt;&nbsp;=20

(confounded) bridge?<br><br>totally random...not in anyway =  
associated<br>=3D<br><br>with a=3D20<br><br>particular =  
instrument.=20  
Fairly<br><br>study though, like a bowl of rice=3D20<br><br>=<br>crispies.<br><br><br><br><br>(4.) mute/disconnect the right =  
channel=20  
when =3D<br><br>listening=3D20<br><br>back to<br><br><br>the=20  
crackle-infested bounce to see if there's any =3D<br><br>pattern=20  
that=3D20<br><br> <br><br>might apply to (3)=20  
above?<br><br><br><br>none<br>& <br><br><br><br>5.) Is=20  
=3D<br><br>the=3D20<br><br> crackle happening on ALL systems? =  
LOW, have=20  
you<br><br><br>burned a CD of =3D<br><br>the=3D20<br><br> =  
bounced tracks=20  
& played it back on a home<br><br><br>stereo, in your =  
=3D<br><br>car,=20  
on=3D20<br><br>headphones, etc? Is it possible =  
that<br><br><br>for some=20  
odd reason the =3D<br><br>crackle is=3D20<br><br> due to =  
something in=20  
your<br><br><br>monitoring setup that isn't showing up=20  
=3D<br><br>on=3D20<br><br>regular playback, =  
but<br><br><br>might be=20  
showing up on a rendered =  
=3D<br><br>file?<br><br>This=3D20<br><br>first=20  
came to my attention after I burned a CD of test mixes for=20  
=3D<br><br>the<br><br>client=3D20<br><br>and he called me =  
after he got=20  
home and listened on his system =3D<br><br>(this<br><br>was=20  
an=3D20<br><br>audio CD)so I would say it happens on all =  
systems...but I=20  
haven't=3D20<br><br> burnt<br><br>another CD yet.<br><br>It =  
does happen=20  
on my NS 10's as well as my<br>=3D<br><br><br>Mackie 824's. =  
The 824's=20  
are hooked<br><br>up thru the spdif out of =3D<br><br>the =  
mec=3D20<br><br>=<br>to a DAC-1 to a PVC passive volume control.<br><br>The NS 10's are=20  
hooked<br>=3D<br><br>up thru=3D20<br><br>2 analogue outs from =  
the Mec into=20  
a GFA power<br><br>amp. Crackles exist<br>=3D<br><br>on =  
the=3D20<br><br>=<br>left channel on both sets of speakers.<br><br><br><br>6.) =  
What=20  
happens =3D<br><br>when=3D20<br><br> you open up an older =  
project that=20  
you<br><br><br>DIDN'T have this problem =

on...?<br><br> If you do a bounce with that,<br><br>does it sound as it did = before,<br><br> or does<br><br> it now have = the<br><br>crackles in<br><br> it?<br><br>Not nearly as bad...No =<br><br>study<br><br> diet of rice crispies, but there were a couple<br><br>of crackles<br><br>(random,<br><br>I<br><br> bounced twice and listend = to both<br><br> mixes out of phase,<br><br>set markers =<br><br>at = the<br><br><br><br> crackles, and verified by listening one at a time) This<br><br>also<br><br> leads<br><br>me to<br><br><br><br> believe it's some sort of = ppj<br><br> corruption brought on by the<br><br>UAD =<br><br>stuff,<br><br>only<br><br><br><br> it happens over time, but I haven't been able = to<br><br> verify<br><br><br><br> = this<br><br>yet.<br><br><br><br> BR<br><br><br><br>7.) Have<br><br> you tried physically swapping =<br><br>your left<br><br><br><br> = speaker<br><br>with<br><br><br><br>your right speaker?<br><br>swapping speakers make<br><br>no<br><br><br><br> difference, swapping the cables leading to<br><br>the<br><br>speakers makes it =<br><br>happen in<br><br><br><br> = the right<br><br> speaker.<br><br><br><br><br> Just trying to think of things to<br><br>=<br><br>try &lt;br><br><br><br> narrow it down = by<br><br><br><br>process of<br><br>elimination.<br><br><br><br><br>I appreciate =<br><br>your<br><br><br><br>=<br><br>thought process. If this makes a light go off for you,<br><br>please = let<br><br>=<br><br>me<br><br><br><br> know.<br><br><br><br><br>Can = you e-mail<br><br>me an mp3 file of any song or =<br><br>songs that<br><br><br><br> = it's<br><br><br><br>doing this on? If so, send it to: neil<br><br>=<br><br>DOT<br><br><br><br> henderson AT<br><br><br><br>sbcglobal = DOT net I'd<br><br>be curious as to =<br><br>what it<br><br><br><br> sounds<br><br>like.<br><br><br><br>will<br><br>= <br><br><br><br>Do<br><br><br><br><br>Neil<br><br><br><br><br><br><br>Rod<br><br><br><br>= Lincoln" <br><br>A<br><br><br><br>= href<br><br><br><br>= href<br><br>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=

mp;g'>mailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/A>=&g>A&g>&g>g</A>=3D<BR>&g>t;=3D20<BR>&g>&g>&g>=20  
wrote:&lt;BR>&g>&g>&g>&lt;BR>&g>&a mp;g>&g>OK..I got everything hooked =  
backk up=20  
and =3D<BR>&g>sure=3D20<BR>&g>&g>&g> enough, the crackle is=20  
back&lt;BR>&g>&g>&g>on bounce to disk...in the left=20  
=3D<BR>&g>channel=3D20<BR>&g>&g>&g> only, same as always. I tried=20  
panning&lt;BR>&g>&g>&g>everything oppisite,=20  
=3D<BR>&g>crackle,=3D20<BR>&g>&g>&g> tried lowering levels,=20  
crackle.&lt;BR>&g>&g>&g>When I took all the tracks =3D<BR>&g>off=20  
the=3D20<BR>&g>&g>&g> submixes except for the drums on=20  
submix&lt;BR>&g>&g>&g>1, there were NO =  
=3D<BR>&g>crackles.=3D20<BR>&g>&g>&g>=20  
There were also NO crackles when bouncing audio&lt;BR>&g>&g>&g>from =  
any=20  
=3D<BR>&g>submix by=3D20<BR>&g>&g>&g> itself. &lt;BR>&g>&g>&g>This =  
is a 24 bit=20  
mix with 24 bit tracks, so I =3D<BR>&g>tried=3D20<BR>&g>&g>&g> =  
(advice from=20  
Aaron)&lt;BR>&g>&g>rendering&lt;BR>&g>& amp;g>&g>some of the tracks to=20  
=3D<BR>&g>16 bit.=3D20<BR>&g>&g>&g> I rendered all the drums (15 =  
tracks)=20  
and&lt;BR>&g>5&lt;BR>&g>&g>&g>othe r tracks =3D<BR>&g>to =  
16=3D20<BR>&g>&g>&g>=20  
bit, leaving 10 tracks at 24 bit...Crackles came =  
back&lt;BR>&g>&g>&g>when=20  
=3D<BR>&g>bouncing=3D20<BR>&g>&g>&g> the entire mix. That's where =  
I'm at. I can=20  
always do=3D20<BR>&g>&g>&g> =  
the&lt;BR>&g>spdif&lt;BR>&g>&g>&g> bounce=20  
method...it's a real hassle because of =3D<BR>&g>the =  
way=3D20<BR>&g>&g>&g> my=20  
moitoring and&lt;BR>&g>work&lt;BR>&g>&g>&g>f low is, but it's doable, =  
and=20  
=3D<BR>&g>seems to=3D20<BR>&g>&g>&g> work, but I'd like to get this=20  
thing&lt;BR>&g>&g>&g>figured out.=20  
=3D<BR>&g>&lt;BR>&g>&g>&g>I've=3D20 <BR>&g>&g>&g> had it for today. =  
Going to=20  
crash.&lt;BR>&g>&g>&g>Rod&lt;BR>&g>&g>&g> "Rod=20  
=3D<BR>&g>Lincoln"=3D20<BR>&g>&g>&g> &lt;&lt;A=3D20<BR>&g>&g>&g>=20  
=3D<BR>&g>href=3D3D"<A=20  
=  
href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=  
>mailto:rlincoln@nospamn.kc.rr.com"&gt;rlincoln@nospamn.kc.rr.com&lt;/A</=  
A>&g>=3D<BR>&g>&g>=3D20<BR>&g>&g>&g>=20  
wrote:&lt;BR>&g>&g>&g>&g>&lt;BR>&g>&a mp;g>&g>&g>&g>Well, I THOUGHT I =  
had my=20  
"bounce =3D<BR>&g>to=3D20<BR>&g>&g>&g> disk" crackles whipped, but =

they=20  
 came&lt;BR>&gt;&gt;&gt;back. This time I =3D<BR>&gt;<BR>&gt;&nbsp; =  
 re-patched=20  
 and did a spdif bounce and that seemed=3D20<BR>&gt;&nbsp;=20  
 to&lt;BR>&gt;&gt;cure&lt;BR>&gt;&gt;& a mp;gt;&gt;it. I havn't tried it yet =  
 with=20  
 bounce to =3D<BR>&gt;disk to=3D20<BR>&gt;&nbsp; verify that the=20  
 crackling&lt;BR>&gt;&gt;&gt;comes back, but I bet it =  
 =3D<BR>&gt;will.=20  
 I=3D20<BR>&gt;&nbsp; wonder what could be causing this?=20  
 =3D<BR> &gt;The&lt;BR>&gt;&gt;&gt;last&lt;BR& amp;gt;&gt;&gt;&gt;time=20  
 I=3D20<BR>&gt;&nbsp; did a fresh install of my system (via ghost) and =  
 it seemed=20  
 to=3D20<BR>&gt;&nbsp; get&lt;BR>&gt;&gt;&gt;&rid of it, for a while. =  
 I'm going=20  
 to try a bounce =3D<BR>&gt;to disk=3D20<BR>&gt;&nbsp; and see if=20  
 the&lt;BR>&gt;&gt;&gt;crackles return.&lt;BR>&gt;&gt;&gt;The way =  
  
 =3D<BR>&gt;my=3D20<BR>&gt;&nbsp; system is set up, because of space =  
 limitations,=20  
 and the=3D20<BR>&gt;&nbsp; =  
 fact&lt;BR>&gt;&gt;&gt;that&lt;BR>&gt; &gt;&gt;&gt;I=20  
 have to have my drums basically =3D<BR>&gt;in the=3D20<BR>&gt;&nbsp; =  
 mix position=20  
 (facing the other&lt;BR>&gt;&gt;&gt;way)&lt;BR>&gt; &gt;&gt;&gt;makes it=20  
 =3D<BR>&gt;A=3D20<BR>&gt;&nbsp; FREAKIN PITA to crawl behind the gear =  
 and unplug=20  
 the=3D20<BR>&gt;&nbsp; spdif&lt;BR>&gt;cable&lt;BR>&gt;&gt;& t;&gt;going =  
 to the=20  
 DAC-1 and re-patch a cable =3D<BR>&gt;loop. I=3D20<BR>&gt;&nbsp; =  
 accidently=20  
 unplugged something&lt;BR>&gt;&gt;&gt;while doing it, and had =  
 =3D<BR>&gt;to=20  
 rip=3D20<BR>&gt;&nbsp; about half the system out to =  
 find=3D20<BR>&gt;&nbsp;=20  
 =  
 =3D<BR> &gt;it.&lt;BR>&gt;ERRRRRRRRRRRRRRRRRRRRRR!&lt;BR& am p;gt;&gt;&gt;&gt;Rod&lt;BR>= &gt;&gt;&gt;&lt;BR>&gt;&gt;&lt;BR> &gt;&lt;/BLO=3D <BR>&gt;CKQUOTE&gt;<BR>&gt; &lt;DIV&gt;&lt;FONT=20  
 size=3D3D2&gt;&lt;BR>&gt;&lt;BR>&gt;I choose Polesoft Lockspam to fight =  
 spam,=20  
 =  
 =3D<BR>&gt;and=3D20<BR>&gt;&gt;you?&lt;BR>&gt;&lt;A=3D20 <BR>&gt;href=3D3D"<A=20  
 =  
 href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
 '>http://www.polesoft.com/refer.html"&gt;http://www.polesoft.com/refer</A=  
 >=3D<BR>&gt;.html&lt;/A&gt;=20  
 =

</FONT></DIV></BODY> t;</HTML> <BR><BR><BR></=
BLOCKQUOTE></BODY></HTML>

-----=\_NextPart\_000\_001F\_01C81F96.48564D30--Regarding the crash on exit, have you
installed the effect subsystem patch?

<http://homepage.mac.com/osxlover/ParisFAQs/parisonxp.html>

More info is here:

<http://www.parisfaq.com/>

I think you can still buy 3.0 from East Coast Music Mall.

<http://www.eastcoastmusic.com/>

Good luck,

Grahamcan I still come up for my punk ass beating? :-)

kidding !!!don't you have enough problems? make separate projects. They take 10 seconds
to make from a template. Otherwise I'll have to come out to Colorado and
straighten you out.Tom, I've already done that. It's not that. It's definiatly 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.

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 =

>news:472f2455\$1@linux...

>

> I agree with you, except that when I play back an old project that =

>didn't

> have the problem, it doesn't crackl, even with more tracks and the =

>same plugs

> as the ppj's that crackle.=20

> Rod

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

> >

> >

> >Hey Rod,

> >Do the crackles 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? =3D20  
 > >  
 > >If you suspect hardware I'd think CPU, fan (make it cold!) or  
 > >power supply. Not in that order. Start with the cheapest fixes =  
 >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 =3D  
 > >news:472e82a3\$1@linux...  
 > >  
 > > Neil, thanks for your response. see my answers interleaved below  
 > > Rod  
 > > "Neil" <OIU@l.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 =  
 >Crackles  
 > >  
 > > Bounce with no plugs...this does produce a crackle free bounce. I =  
 >=3D  
 > >tried this  
 > > the first time it happened a couple weeks ago, and thought I had it  
 >=  
 >=3D  
 > >narrowed  
 > > down to the UAD plugs. I re-ghosted to a sys version that had an =  
 >=3D  
 > >earlier  
 > > UAD install (can't remember the number, it had the Helios, but not  
 >=  
 >the  
 >=3D  
 > >Neve

> > 88)and the crackles went away, so I thought it was a software rev =  
 >that  
 > =3D  
 > >Paris  
 > > didn't like, but just to be sure I reloaded the new version of the  
 =  
 >UAD  
 > =3D  
 > >software  
 > > (the one with the Neve 88) and it still didn't crackle. At that =  
 >point  
 > =3D  
 > >I  
 > > thought it might be something else altogether and since I am in the  
 =  
 >=3D  
 > >middle  
 > > of a mixing project that I'm using the Neve 88 plug on a lot (love  
 =  
 >=3D  
 > >what it  
 > > does) I just went for it, listening closely to bounces. I actually  
 =  
 >did  
 > =3D  
 > >2  
 > > bounces of every mix and listened back to both at the same time, =  
 >out =3D  
 > >of phase  
 > > with each other, to hear the difference, since the crackles =  
 >appeared =3D  
 > >to be  
 > > random.) There were maybe 1 or 2 crackles per song on a couple =  
 >songs,  
 > =3D  
 > >and  
 > > no crackles on the other 3 (that I've done so far). I'm wondering =  
 >now  
 > =3D  
 > >if  
 > > it is a UAD rev problem that only shows up after some wear and tear  
 =  
 >on  
 > =3D  
 > >the  
 > > sys. I'm going to re-ghost and re-load the=3D20  
 > > UAD software (Neve 88 ver) tommorrow and see what happens.  
 > > Just to reiterate...when I did a spdif bounce, even with my system

=

>as

> =3D

> >it

> > is tonight, there are no crackles. That's wierd. Also the crackles

=

>=3D

> >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 =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@nospam.kc.rr.com> wrote:  
 > > >>>  
 > > >>>Well, I THOUGHT I had my "bounce to disk" 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 accidentally =3D  
 > >unplugged something  
 > > >>>while doing it, and had to rip about half the system out to =  
 >find =3D  
 > >it.  
 > > ERRRRRRRRRRRRRRRRRRRRRR!  
 > > >>>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</A>...</DIV><BR>N=
>eil=3D
> >=3D20
> > thanks for your response. see my answers interleaved =3D
> >below<BR>Rod<BR>"Neil"=3D20
> > <<A href=3D3D"mailto:OIU@l.com">OIU@l.com</A>> =3D
> >wrote:<BR>><BR>>This is=3D20
> > weird... have you tried any of the following:<BR>><BR>>1.) pan=3D20
> > everything to center, and then see if it still shows up<BR>>on the
> =
>=3D
> >left=3D20
> > channel? or is the crackling then centered?<BR><BR>Everything =
>Panned =3D
> >Ctr still=3D20
> > Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D
> >bouncing=3D20
> > dry/clean like<BR>>that, with everything panned as you normally =3D

```

> > would for=3D20  
 > > this<BR>>mix? This includes anything inserted across the=3D20  
 > > 2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and =  
 >external) =3D  
 > > still=3D20  
 > > Crackles<BR><BR>Bounce with no plugs...this does produce a crackle  
 =  
 >=3D  
 > > free=3D20  
 > > bounce. I tried this<BR>the first time it happened a couple weeks =  
 >ago,  
 > =3D  
 > > and=3D20  
 > > thought I had it narrowed<BR>down to the UAD plugs. I re-ghosted =  
 >=3D  
 > > to a=3D20  
 > > sys version that had an earlier<BR>UAD install (can't remember the  
 =  
 >=3D  
 > > number, it=3D20  
 > > had the Helios, but not the Neve<BR>88)and the crackles went away,  
 =  
 >so  
 > =3D  
 > > I=3D20  
 > > thought it was a software rev that Paris<BR>didn't like, but just =  
 >to =3D  
 > > be sure I=3D20  
 > > reloaded the new version of the UAD software<BR>(the one with the =  
 >Neve  
 > =3D  
 > >  
 > > 88) and it still didn't crackle. At that point I<BR>thought it =3D  
 > > might be=3D20  
 > > something else altogether and since I am in the middle<BR>of a =  
 >mixing  
 > =3D  
 > > project=3D20  
 > > that I'm using the Neve 88 plug on a lot (love what it<BR>does) I =  
 >just  
 > =3D  
 > > went=3D20  
 > > for it, listening closely to bounces. I actually did 2<BR>bounces =  
 >of =3D  
 > > every mix=3D20  
 > > and listened back to both at the same time, out of phase<BR>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<BR>>most of the song, but not on =  
 >the=3D20  
 > > (confounded) bridge?<BR><BR>totally random...not in anyway =  
 >associated  
 > =3D  
 > >with a=3D20  
 > > particular instrument. Fairly<BR>study though, like a bowl of =  
 >rice=3D20

> > crispies.<BR>><BR>>4.) mute/disconnect the right channel when =3D  
 > >listening=3D20  
 > > back to<BR>>the crackle-infested bounce to see if there's any =3D  
 > >pattern that=3D20  
 > > <BR>>might apply to (3) above?<BR><BR>none<BR>><BR>>5.) Is =3D  
 > >the=3D20  
 > > crackle happening on ALL systems? IOW, have you<BR>>burned a CD of  
 =  
 >=3D  
 > >the=3D20  
 > > bounced tracks & played it back on a home<BR>>stereo, in your =3D  
 > >car, on=3D20  
 > > headphones, etc? Is it possible that<BR>>for some odd reason the =  
 >=3D  
 > >crackle is=3D20  
 > > due to something in your<BR>>monitoring setup that isn't showing up  
 =  
 >=3D  
 > >on=3D20  
 > > regular playback, but<BR>>might be showing up on a rendered =3D  
 > >file?<BR>This=3D20  
 > > first came to my attention after I burned a CD of test mixes for =  
 >=3D  
 > >the<BR>client=3D20  
 > > and he called me after he got home and listened on his system =3D  
 > >(this<BR>was an=3D20  
 > > audio CD)so I would say it happens on all systems...but I =  
 >havn't=3D20  
 > > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as well as  
 =  
 >my  
 > =3D  
 > >  
 > > Mackie 824's. The 824's are hooked<BR>up thru the spdif out of =3D  
 > >the mec=3D20  
 > > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are =  
 >hooked  
 > =3D  
 > >up thru=3D20  
 > > 2 analogue outs from the Mec into a GFA power<BR>amp. Crackles =  
 >exisist  
 > =3D  
 > >on the=3D20  
 > > left channel on both sets of speakers.<BR>><BR>>6.) What happens =  
 >=3D  
 > >when=3D20  
 > > you open up an older project that you<BR>>DIDN'T have this problem  
 =

>=3D  
 > >on...?=3D20  
 > > If you do a bounce with that,<BR>>does it sound as it did before, =  
 >=3D  
 > >or does=3D20  
 > > it now have the<BR>>crackles in it?<BR><BR>Not nearly as bad...No =  
 >=3D  
 > >study=3D20  
 > > diet of rice crispies, but there were a couple<BR>of crackles =  
 >(random,  
 > =3D  
 > >I=3D20  
 > > bounced twice and listend to both mixes out of phase,<BR>set =  
 >markers =3D  
 > >at the=3D20  
 > > crackles, and verified by listening one at a time) This<BR>also =  
 >leads  
 > =3D  
 > >me to=3D20  
 > > believe it's some sort of ppj corruption brought on by the<BR>UAD =  
 >=3D  
 > >stuff, only=3D20  
 > > it happens over time, but I haven't been able to verify=3D20  
 > > this<BR>yet.<BR>><BR>>7.) Have you tried physically swapping =3D  
 > >your left=3D20  
 > > speaker with<BR>>your right speaker?<BR>swapping speakers make =  
 >no=3D20  
 > > difference, swapping the cables leading to the<BR>speakers makes it  
 =  
 >=3D  
 > >happen in=3D20  
 > > the right speaker.<BR>><BR>>Just trying to think of things to =3D  
 > >try &=3D20  
 > > narrow it down by<BR>>process of elimination.<BR><BR>I appreciate =  
 >=3D  
 > >your=3D20  
 > > thought process. If this makes a light go off for you,<BR>please =  
 >let =3D  
 > >me=3D20  
 > > know.<BR>><BR>>Can you e-mail me an mp3 file of any song or =3D  
 > >songs that=3D20  
 > > it's<BR>>doing this on? If so, send it to: neil =3D  
 > >DOT=3D20  
 > > henderson AT<BR>>sbcglobal DOT net I'd be curious as to =3D  
 > >what it=3D20  
 > > sounds like.<BR><BR>will =3D  
 > >Do<BR>><BR>>Neil<BR>><BR>><BR>>"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:<BR>>><BR>>>OK..I got everything hooked backk up and =3D  
> >sure=3D20  
> > enough, the crackle is back<BR>>>on bounce to disk...in the left =  
>=3D  
> >channel=3D20  
> > only, same as always. I tried panning<BR>>>everything oppisite, =3D  
> >crackle,=3D20  
> > tried lowering levels, crackle.<BR>>>When I took all the tracks =3D  
> >off the=3D20  
> > submixes except for the drums on submix<BR>>>1, there were NO =3D  
> >crackles.=3D20  
> > There were also NO crackles when bouncing audio<BR>>>from any =3D  
> >submix by=3D20  
> > itself. <BR>>>This is a 24 bit mix with 24 bit tracks, so I =3D  
> >tried=3D20  
> > (advice from Aaron)<BR>>rendering<BR>>>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  
> >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 haven'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  
> >The<BR>>>>last<BR>>>>time I=3D20  
> > did a fresh install of my system (via ghost) and it seemed to=3D20  
> > get<BR>>>>rid of it, for a while. I'm going to try a bounce =3D  
> >to disk=3D20  
> > and see if the<BR>>>>crackles return.<BR>>>>The way =3D  
> >my=3D20  
> > system is set up, because of space limitations, and the=3D20  
> > fact<BR>>>>that<BR>>>>I have to have my drums basically =3D  
> >in the=3D20  
> > 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  
> > about half the system out to find=3D20  
> > =3D  
> >it.<BR>ERRRRRRRRRRRRRRRRRRRRRR!<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  
=<br>
>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@I.com">OIU@I.com</A>>=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<BR>>what =  
>

>bounces. I=20

>listened=20

>with each=20

> other, to hear the difference, since the crackles appeared =  
>=3D<BR>>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<BR>>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<BR>>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</A>&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<BR>>this=20

>>>I've had it=20

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

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

>>>>The=20  
> way my system is set up, because of space 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<BR>>unplugged=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@l.com">OIU@l.com</A>'>mailto:OIU@l.com">OIU@l.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<BR><BR>Bounce with no plugs...this does produce a =  
>crackle=20

>first time it=20

>thought I had it=20  
> narrowed<BR>down to the UAD plugs. I re-ghosted =3D<BR>>to=20

>install (can't=20

>but not the=20  
> Neve<BR>88)and the crackles went away, =

> thought it was a software rev that Paris<BR>didn't like, but =  
>just to=20

>the UAD=20

>88) and it=20  
> still didn't crackle. At that point I<BR>thought it =  
>=3D<BR>>might=20

>that I'm=20  
> using the Neve 88 plug on a lot (love what it<BR>does) I=20

>to bounces. I=20  
> actually did 2<BR>bounces of =3D<BR>>every =

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

>since the=20  
> crackles appeared to =

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

>so far). I'm=20  
> wondering now if<BR>it is a =3D<BR>>UAD =

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

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

>I did a=20

>it<BR>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?<BR>>IOW,=20

>intermittent?=20

>it seem to=20  
> coincide with any particular<BR>>instrument or =  
>=3D<BR>>track?=20

>particular<BR>>plugin on=20

>occurs=20  
> though<BR>>most of the song, but not on =

> (confounded) bridge?<BR><BR>totally random...not in anyway =  
>

>instrument.=20

> crispies.<BR>><BR>>4.) mute/disconnect the right =  
>channel=20

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

> above?<BR><BR>none<BR>><BR>>5.) Is=20

>IOW, have=20

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

>that<BR>>for some=20

>something in=20  
> your<BR>>monitoring setup that isn't showing up=20

>but<BR>>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<BR>>(this<BR>was=20

>systems...but I=20

>does happen=20

>The 824's=20

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

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

>the Mec into=20

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

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

>What=20

>project that=20

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

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

>before,=20

>the<BR>>crackles in=20

> it?<BR><BR>Not nearly as bad...No =

> diet of rice crispies, but there were a couple<BR>of crackles=20

>to both=20

> mixes out of phase,<BR>set markers =3D<BR>>at =

> crackles, and verified by listening one at a time) This<BR>also=20

>ppj=20

> corruption brought on by the<BR>UAD =3D<BR>>stuff,=20

>to=20

>this<BR>yet.<BR>><BR>>7.) Have=20

>speaker=20

> with<BR>>your right speaker?<BR>swapping speakers make=20

>the right=20  
> speaker.<BR>><BR>>Just trying to think of things to=20

>by<BR>>process of=20  
> elimination.<BR><BR>I appreciate =

> thought process. If this makes a light go off for you,<BR>please =  
>let=20

>you e-mail=20

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

>DOT net I'd=20

> like.<BR><BR>will=20  
> =  
>=3D<BR>>Do<BR>><BR>>Neil<BR>><BR>>=

> =  
>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</=

> wrote:<BR>>><BR>>>OK..I got everything hooked =  
>backk up=20

> back<BR>>>on bounce to disk...in the left=20

> panning<BR>>>everything oppisite,=20

> crackle.<BR>>>When I took all the tracks =3D<BR>>>off=20

> submix<BR>>>1, there were NO =

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

>is a 24 bit=20

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

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

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

>back<BR>>>when=20

>I'm at. I can=20

>the<BR>spdif<BR>>>bounce=20

> method...it's a real hassle because of =3D<BR>>the =

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

> thing<BR>>>figured out.=20

>Going to=20

> crash.<BR>>>Rod<BR>>>"Rod=20

> =3D<BR>>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:<BR>>>><BR>>>>Well, I THOUGHT I =  
>had my=20

>they=20

>re-patched=20

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

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

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

>it seemed=20

>I'm going=20

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

>limitations,=20

>fact<BR>>>that<BR>>>>I=20

>mix position=20

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

>and unplug=20

>to the=20

>accidentally=20

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

> =

>=3D<BR>>it.<BR>ERRRRRRRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>=  
>>>><BR>><BR></BLO=3D<BR>>CKQUOTE><BR>>=

>;<DIV><FONT=20

> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
>spam,=20

> =

>=3D<BR>>and=3D20<BR>>you?<BR><A=3D20<BR>>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<BR>>.html</A>=20

> =

></FONT></DIV></BODY></HTML><BR>><BR>><BR></=  
>BLOCKQUOTE></BODY></HTML>

>

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

-----=\_NextPart\_000\_003F\_01C81F9F.29678390

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Rod,

Have you tried mixing the song three times to see if you get lucky?

Stupid I know.

Smells like hardware or UAD rev incompatibility to me. I had been using  
the Helios rev (4.4?) with no mixdown crackles. I hope to get back at =  
it shortly too.

Aren't there buffer settings you can adjust in the UAD to address this?

Might give that a try.

Good luck,

Tom

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =  
news:472f3e51\$1@linux...

Tom, I've already done that. It's not that. It's definitely 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 crackle, 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 crackles 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 =3D3D  
> >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) tomorrow 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

>=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 exisist 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 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

>=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

> =3D3D

> >back

> > >>on bounce to disk...in the left channel only, same 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  
 > >this thing  
 > > >>figured out.=3D3D20  
 > > >>I've had it for today. Going to crash.  
 > > >>Rod  
 > > >>"Rod Lincoln" <rlincoln@nospam.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 havn'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  
 > >The  
 > > >>last  
 > > >>>time I did a fresh install of my system (via ghost) and it =  
 =3D  
 >seemed =3D3D  
 > >to get  
 > > >>>rid of it, for a while. I'm going to try a bounce to disk and =  
 =3D  
 >see =3D3D  
 > >if the  
 > > >>>crackles return.  
 > > >>>The way my system is set up, because of space limitations, =  
 and =3D  
 >the  
 > =3D3D  
 > >fact  
 > > >>that  
 > > >>>I have to have my drums basically in the mix position (facing =  
 =3D  
 >the =3D3D  
 > >other  
 > > >>way)  
 > > >>>makes it A FREAKIN PITA to crawl behind the gear and unplug =  
 the  
 =3D  
 >=3D3D  
 > >spdif  
 > > cable  
 > > >>>going to the DAC-1 and re-patch a cable loop. I accidently =  
 =3D3D  
 > >unplugged something  
 > > >>>while doing it, and had to rip about half the system out to =  
 =3D

```

>find =3D3D
> >it.
> > ERRRRRRRRRRRRRRRRRRRR!
> > >>>Rod
> > >>
> > >
> >
> >
> >
> >I choose Polesoft Lockspam to fight spam, and you?
> >http://www.polesoft.com/refer.html =3D20
> >
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> ><HTML><HEAD>
> ><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
> >charset=3D3D3Diso-8859-1">
> ><META content=3D3D3D"MSHTML 6.00.2800.1400" name=3D3D3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D3D3D#ffffff>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Hey Rod,</FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Do the crackles repeat =
=3D
>themselves in =3D3D
> >exactly the=3D3D20
> >same places</FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>on play back? If not, I'd =
look =3D
>at =3D3D
> >
> >hardware. Do they show up</FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>in the waveform or are =
they to =3D
>low in =3D3D
> >level? =3D3D20
> ></FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>If you suspect hardware =
I'd =3D
>think CPU,
> =3D3D
> ></FONT><FONT=3D3D20
> >face=3D3D3DArial size=3D3D3D2>fan (make it cold!) or</FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>power supply. Not in that =
=3D3D
> >order. Start=3D3D20
> >with </FONT><FONT face=3D3D3DArial size=3D3D3D2>the cheapest fixes =

```

```

=3D3D
> >first.</FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Maybe you were right way =
back =3D
>with the
> =3D3D
> >bad UAD=3D3D20
> >assumption?</FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Still kickin' Paris =3D3D
> >around,</FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> ><BLOCKQUOTE=3D3D20
> >style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px; =3D
>=3D3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Rod 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 in message <A=3D3D20
> > =3D3D
> =3D
=
>>href=3D3D3D"news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><B=
R>N=3D
>eil=3D3D
> >,=3D3D20
> > thanks for your response. see my answers interleaved =3D3D
> >below<BR>Rod<BR>"Neil"=3D3D20
> > <<A href=3D3D3D"mailto:OIU@I.com">OIU@I.com</A>> =3D3D
> >wrote:<BR>><BR>>This is=3D3D20
> > weird... have you tried any of the following:<BR>><BR>>1.) =
pan=3D3D20
> > everything to center, and then see if it still shows up<BR>>on =
the
=3D
>=3D3D
> >left=3D3D20
> > channel? or is the crackling then centered?<BR><BR>Everything =
=3D
>Panned =3D3D

```

> > Ctr still=3D3D20  
 > > Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D3D  
 > > bouncing=3D3D20  
 > > dry/clean like<BR>>that, with everything panned as you normally =  
 =3D3D  
 > > would for=3D3D20  
 > > this<BR>>mix? This includes anything inserted across the=3D3D20  
 > > 2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and =3D  
 >external) =3D3D  
 > > still=3D3D20  
 > > Crackles<BR><BR>Bounce with no plugs...this does produce a =  
 crackle  
 =3D  
 >=3D3D  
 > > free=3D3D20  
 > > bounce. I tried this<BR>the first time it happened a couple =  
 weeks =3D  
 >ago,  
 > =3D3D  
 > > and=3D3D20  
 > > thought I had it narrowed<BR>down to the UAD plugs. I re-ghosted =  
 =3D  
 >=3D3D  
 > > to a=3D3D20  
 > > sys version that had an earlier<BR>UAD install (can't remember =  
 the  
 =3D  
 >=3D3D  
 > > number, it=3D3D20  
 > > had the Helios, but not the Neve<BR>88)and the crackles went =  
 away,  
 =3D  
 >so  
 > =3D3D  
 > > I=3D3D20  
 > > thought it was a software rev that Paris<BR>didn't like, but =  
 just =3D  
 >to =3D3D  
 > > be sure I=3D3D20  
 > > reloaded the new version of the UAD software<BR>(the one with =  
 the =3D  
 >Neve  
 > =3D3D  
 > >  
 > > 88) and it still didn't crackle. At that point I<BR>thought it =  
 =3D3D  
 > > might be=3D3D20  
 > > something else altogether and since I am in the middle<BR>of a =

=3D  
 >mixing  
 > =3D3D  
 > >project=3D3D20  
 > > that I'm using the Neve 88 plug on a lot (love what it<BR>does) =

I =3D  
 >just  
 > =3D3D  
 > >went=3D3D20  
 > > for it, listening closely to bounces. I actually did =

2<BR>bounces =3D  
 >of =3D3D  
 > >every mix=3D3D20  
 > > and listened back to both at the same time, out of phase<BR>with =

=3D  
 >each  
 > =3D3D  
 > >other,=3D3D20  
 > > to hear the difference, since the crackles appeared to =3D  
 >be<BR>random.)  
 > =3D3D  
 > >There=3D3D20  
 > > were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =

=3D  
 >=3D3D  
 > >crackles on=3D3D20  
 > > the other 3 (that I've done so far). I'm wondering now if<BR>it =

is  
 =3D  
 >a =3D3D  
 > >UAD rev=3D3D20  
 > > problem that only shows up after some wear and tear on =

the<BR>sys.  
 =3D  
 >I'm  
 > =3D3D  
 > >going=3D3D20  
 > > to re-ghost and re-load the <BR>UAD software (Neve 88 ver) =3D  
 >tomorrow =3D3D  
 > >and see=3D3D20  
 > > what happens.<BR>Just to reiterate...when I did a spdif bounce, =

=3D  
 >even =3D3D  
 > >with my=3D3D20  
 > > system as it<BR>is tonight, there are no crackles. That's wierd. =

=3D  
 >Also  
 > =3D3D

> >the=3D3D20  
 > > crackles never<BR>show till listening to the bounced =3D3D  
 > >file.<BR>><BR>>3.)=3D3D20  
 > > can you determine where the crackle rears it's ugly =  
 head?<BR>>IOW,  
 =3D  
 >=3D3D  
 > >is it=3D3D20  
 > > constant, more or less, or is it intermittent? If<BR>>it's =3D3D  
 > >intermittent,=3D3D20  
 > > does it seem to coincide with any particular<BR>>instrument or =  
 =3D3D  
 > >track? For=3D3D20  
 > > example, could it be a particular<BR>>plugin on the - let's say =  
 - =3D  
 >=3D3D  
 > >cowbell=3D3D20  
 > > track, which occurs though<BR>>most of the song, but not on =3D  
 >the=3D3D20  
 > > (confounded) bridge?<BR><BR>totally random...not in anyway =3D  
 >associated  
 > =3D3D  
 > >with a=3D3D20  
 > > particular instrument. Fairly<BR>study though, like a bowl of =  
 =3D  
 >rice=3D3D20  
 > > crispies.<BR>><BR>>4.) mute/disconnect the right channel when =  
 =3D3D  
 > >listening=3D3D20  
 > > back to<BR>>the crackle-infested bounce to see if there's any =  
 =3D3D  
 > >pattern that=3D3D20  
 > > <BR>>might apply to (3) above?<BR><BR>none<BR>><BR>>5.) Is =3D3D  
 > >the=3D3D20  
 > > crackle happening on ALL systems? IOW, have you<BR>>burned a CD =  
 of  
 =3D  
 >=3D3D  
 > >the=3D3D20  
 > > bounced tracks & played it back on a home<BR>>stereo, in your =  
 =3D3D  
 > >car, on=3D3D20  
 > > headphones, etc? Is it possible that<BR>>for some odd reason the =  
 =3D  
 >=3D3D  
 > >crackle is=3D3D20  
 > > due to something in your<BR>>monitoring setup that isn't showing =  
 up

=3D  
 >=3D3D  
 > >on=3D3D20  
 > > regular playback, but<BR>>might be showing up on a rendered =  
 =3D3D  
 > >file?<BR>This=3D3D20  
 > > first came to my attention after I burned a CD of test mixes for =  
 =3D  
 >=3D3D  
 > >the<BR>client=3D3D20  
 > > and he called me after he got home and listened on his system =  
 =3D3D  
 > >(this<BR>was an=3D3D20  
 > > audio CD)so I would say it happens on all systems...but I =3D  
 >havn't=3D3D20  
 > > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as well =  
 as  
 =3D  
 >my  
 > =3D3D  
 > >  
 > > Mackie 824's. The 824's are hooked<BR>up thru the spdif out of =  
 =3D3D  
 > >the mec=3D3D20  
 > > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are =  
 =3D  
 >hooked  
 > =3D3D  
 > >up thru=3D3D20  
 > > 2 analogue outs from the Mec into a GFA power<BR>amp. Crackles =  
 =3D  
 >exisist  
 > =3D3D  
 > >on the=3D3D20  
 > > left channel on both sets of speakers.<BR>><BR>>6.) What happens =  
 =3D  
 >=3D3D  
 > >when=3D3D20  
 > > you open up an older project that you<BR>>DIDN'T have this =  
 problem  
 =3D  
 >=3D3D  
 > >on...?=3D3D20  
 > > If you do a bounce with that,<BR>>does it sound as it did =  
 before, =3D  
 >=3D3D  
 > >or does=3D3D20  
 > > it now have the<BR>>crackles in it?<BR><BR>Not nearly as =

bad...No =3D  
 >=3D3D  
 > >study=3D3D20  
 > > diet of rice crispies, but there were a couple<BR>of crackles =  
 =3D  
 >(random,  
 > =3D3D  
 > >I=3D3D20  
 > > bounced twice and listend to both mixes out of phase,<BR>set =3D  
 >markers =3D3D  
 > >at the=3D3D20  
 > > crackles, and verified by listening one at a time) This<BR>also =  
 =3D  
 >leads  
 > =3D3D  
 > >me to=3D3D20  
 > > believe it's some sort of ppj corruption brought on by =  
 the<BR>UAD =3D  
 >=3D3D  
 > >stuff, only=3D3D20  
 > > it happens over time, but I haven't been able to verify=3D3D20  
 > > this<BR>yet.<BR>><BR>>7.) Have you tried physically swapping =  
 =3D3D  
 > >your left=3D3D20  
 > > speaker with<BR>>your right speaker?<BR>swapping speakers make =  
 =3D  
 >no=3D3D20  
 > > difference, swapping the cables leading to the<BR>speakers makes =  
 it  
 =3D  
 >=3D3D  
 > >happen in=3D3D20  
 > > the right speaker.<BR>><BR>>Just trying to think of things to =  
 =3D3D  
 > >try &=3D3D20  
 > > narrow it down by<BR>>process of elimination.<BR><BR>I =  
 appreciate =3D  
 >=3D3D  
 > >your=3D3D20  
 > > thought process. If this makes a light go off for you,<BR>please =  
 =3D  
 >let =3D3D  
 > >me=3D3D20  
 > > know.<BR>><BR>>Can you e-mail me an mp3 file of any song or =  
 =3D3D  
 > >songs that=3D3D20  
 > > it's<BR>>doing this on? If so, send it to: neil =3D3D  
 > >DOT=3D3D20

> > henderson AT<BR>>sbcbglobal DOT net I'd be curious as to =3D3D  
 > >what it=3D3D20  
 > > sounds like.<BR><BR>will =3D3D  
 > >Do<BR>><BR>>Neil<BR>><BR>><BR>>"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:<BR>><BR>>>OK...I got everything hooked backk up and =3D3D  
 > >sure=3D3D20  
 > > enough, the crackle is back<BR>>>on bounce to disk...in the left =  
 =3D  
 >=3D3D  
 > >channel=3D3D20  
 > > only, same as always. I tried panning<BR>>>everything oppisite, =  
 =3D3D  
 > >crackle,=3D3D20  
 > > tried lowering levels, crackle.<BR>>>When I took all the tracks =  
 =3D3D  
 > >off the=3D3D20  
 > > submixes except for the drums on submix<BR>>>1, there were NO =  
 =3D3D  
 > >crackles.=3D3D20  
 > > There were also NO crackles when bouncing audio<BR>>>from any =  
 =3D3D  
 > >submix by=3D3D20  
 > > itself. <BR>>>This is a 24 bit mix with 24 bit tracks, so I =  
 =3D3D  
 > >tried=3D3D20  
 > > (advice from Aaron)<BR>>rendering<BR>>>some of the tracks to =  
 =3D3D  
 > >16 bit.=3D3D20  
 > > I rendered all the drums (15 tracks) and<BR>5<BR>>>other tracks =  
 =3D3D  
 > >to 16=3D3D20  
 > > bit, leaving 10 tracks at 24 bit...Crackles came back<BR>>>when =  
 =3D3D  
 > >bouncing=3D3D20  
 > > the entire mix. That's where I'm at. I can always do=3D3D20  
 > > the<BR>spdif<BR>>>bounce method...it's a real hassle because of =  
 =3D3D  
 > >the way=3D3D20  
 > > my moitoring and<BR>work<BR>>>flow is, but it's doable, and =  
 =3D3D

> >seems to=3D3D20  
> > work, but I'd like to get this thing<BR>>>figured out. =3D3D  
> ><BR>>>I've=3D3D20  
> > had it for today. Going to crash.<BR>>>Rod<BR>>>"Rod =3D3D  
> >Lincoln"=3D3D20  
> > <<A=3D3D20  
> > =3D3D  
> =3D  
=  
>>href=3D3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.c=  
om<=3D  
>/A>=3D3D  
> >=3D3D20  
> > wrote:<BR>>><BR>>>>Well, I THOUGHT I had my "bounce =3D3D  
> >to=3D3D20  
> > disk" crackles whipped, but they came<BR>>>>back. This time I =  
=3D3D  
> >  
> > re-patched and did a spdif bounce and that seemed=3D3D20  
> > to<BR>>cure<BR>>>>it. I havn't tried it yet with bounce to =3D3D  
> >disk t

---

Subject: Re: Paris AES dinner  
Posted by [D-unit](#) on Mon, 15 Oct 2007 18:28:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

the crackling<BR>>>>comes back, but I bet

---

Subject: Re: Paris AES dinner  
Posted by [Kateeba](#) on Mon, 15 Oct 2007 23:33:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

t;> first=3D20  
> came to my attention after I burned a CD of test mixes for=3D20  
> =3D3D<BR>>the<BR>client=3D3D20<BR>> and he called me =3D  
>after he got=3D20  
> home and listened on his system =3D3D<BR>>(this<BR>was=3D20  
> an=3D3D20<BR>> audio CD)so I would say it happens on all =3D  
>systems...but I=3D20  
> havn't=3D3D20<BR>> burnt<BR>another CD yet.<BR>It =3D  
>does happen=3D20  
> on my NS 10's as well as my<BR>=3D3D<BR>><BR>> Mackie 824's. =3D  
>The 824's=3D20  
> are hooked<BR>up thru the spdif out of =3D3D<BR>>the =3D  
>mec=3D3D20<BR>> =3D20

> to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are=3D20  
 > hooked<BR>=3D3D<BR>>up thru=3D3D20<BR>> 2 analogue outs from =3D  
 >the Mec into=3D20  
 > a GFA power<BR>amp. Crackles exist<BR>=3D3D<BR>>on =3D  
 >the=3D3D20<BR>> =3D20  
 > left channel on both sets of speakers.<BR>><BR>>6.) =3D  
 >What=3D20  
 > happens =3D3D<BR>>when=3D3D20<BR>> you open up an older =3D  
 >project that=3D20  
 > you<BR>>DIDN'T have this problem =3D  
 >=3D3D<BR>>on...?=3D3D20<BR>> If=3D20  
 > you do a bounce with that,<BR>>does it sound as it did =3D  
 >before,=3D20  
 > =3D3D<BR>>or does=3D3D20<BR>> it now have =3D  
 >the<BR>>crackles in=3D20  
 > it?<BR><BR>Not nearly as bad...No =3D  
 >=3D3D<BR>>study=3D3D20<BR>> =3D20  
 > diet of rice crispies, but there were a couple<BR>of crackles=3D20  
 > (random,<BR>=3D3D<BR>>I=3D3D20<BR>> bounced twice and listend =3D  
 >to both=3D20  
 > mixes out of phase,<BR>set markers =3D3D<BR>>at =3D  
 >the=3D3D20<BR>> =3D20  
 > crackles, a

---

Subject: Re: Paris AES dinner

Posted by [steve the artguy](#) on Tue, 16 Oct 2007 00:06:16 GMT

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

---

3D20

> speaker.<BR>><BR>>Just trying to think of things to=3D20  
 > =3D3D<BR>>try &=3D3D20<BR>> narrow it down =3D  
 >by<BR>>process of=3D20  
 > elimination.<BR><BR>I appreciate =3D  
 >=3D3D<BR>>your=3D3D20<BR>> =3D20  
 > thought process. If this makes a light go off for you,<BR>please =  
 =3D  
 >let=3D20  
 > =3D3D<BR>>me=3D3D20<BR>> know.<BR>><BR>>Can =3D  
 >you e-mail=3D20  
 > me an mp3 file of any song or =3D3D<BR>>songs that=3D3D20<BR>> =3D  
 >  
 > it's<BR>>doing this on? If so, send it to: neil=3D20  
 > =3D3D<BR>>DOT=3D3D20<BR>> henderson AT<BR>>sbcglobal =3D  
 >DOT net I'd=3D20  
 > be curious as to =3D3D<BR>>what it=3D3D20<BR>> sounds=3D20  
 > like.<BR><BR>will=3D20  
 > =3D

>=3D3D<BR>>Do<BR>><BR>>Neil<BR>><BR>>=3D  
><BR>>"Rod=3D3D20<BR>> =3D20  
> Lincoln" <<A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20  
> =3D  
=  
>href=3D3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=  
>&a=3D  
=  
>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=3D  
>A>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20  
> wrote:<BR>><BR>>>OK..I got everything hooked =3D  
>backk up=3D20  
> and =3D3D<BR>>sure=3D3D20<BR>> enough, the crackle is=3D20  
> back<BR>>>on bounce to disk...in the left=3D20  
> =3D3D<BR>>channel=3D3D20<BR>> only, same as always. I tried=3D20  
> panning<BR>>>everything oppisite,=3D20  
> =3D3D<BR>>crackle,=3D3D20<BR>> tried lowering levels,=3D20  
> crackle.<BR>>>When I took all the tracks =3D3D<BR>>off=3D20  
> the=3D3D20<BR>> submixes except for the drums on=3D20  
> submix<BR>>>1, there were NO =3D  
>=3D3D<BR>>crackles.=3D3D20<BR>> =3D20  
> There were also NO crackles when bouncing audio<BR>>>from =3D  
>any=3D20  
&

---

---

Subject: Re: Paris AES dinner  
Posted by [Paul Artola](#) on Tue, 16 Oct 2007 02:12:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

V>  
<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>"Rod Lincoln" &lt;<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:472f3e51\$1@linux">news:472f3e51\$1@linux</A>...</DIV><BR>Tom,=  
I've=20  
already done that. It's not that. It's definiatly something =  
that<BR>only shows=20

---

Subject: Re: Paris AES dinner

Posted by [Tyrone Corbett](#) on Tue, 16 Oct 2007 02:23:32 GMT

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

---

r />

up on the bounced to disk file. Also it's totally random and not<BR>at =  
all=20

related to any single audio event. <BR>Rod<BR>"Tom Bruhl" &lt;<A=20  
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt;=20  
wrote:<BR>&gt;<BR>&gt;<BR>&gt;Okay Rod,<BR>&gt;How about one track =  
with the=20

UAD plugs<BR>&gt;that has a few rough spots that are =  
amplified<BR>&gt;by the=20

plugin set?<BR>&gt;<BR>&gt;Mute one track at a time to find it.&nbsp;=  
PITA for=20

sure.<BR>&gt;???<BR>&gt;Tom<BR>&gt;&nbsp; "Rod Lincoln" &lt;<A=20  
=  
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=  
t;=20

wrote in message =  
=3D<BR>&gt;news:472f2455\$1@linux...<BR>&gt;<BR>&gt;&nbsp; I=20  
agree with you, except that when I play back an old project that=20  
=3D<BR>&gt;didn't<BR>&gt;&nbsp; have the problem, it doesn't crackl, =  
even with=20

more tracks and the =3D<BR>&gt;same plugs<BR>&gt;&nbsp; as the ppj's =  
that=20

crackle.=3D20<BR>&gt;&nbsp; Rod<BR>&gt;&nbsp; "Tom Bruhl" &lt;<A=20  
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt;=20  
wrote:<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;Hey=20  
Rod,<BR>&gt;&nbsp; &gt;Do the crackles repeat themselves in exactly =  
the same=20

places<BR>&gt;&nbsp; &gt;on play back?&nbsp; If not, I'd look at=20  
hardware.&nbsp; Do they show up<BR>&gt;&nbsp; &gt;in the waveform or =  
are they=20

to low in level? =3D3D20<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;If you =  
suspect=20

hardware I'd think CPU, fan (make it cold!) or<BR>&gt;&nbsp; &gt;power =

supply.&nbsp; Not in that order.&nbsp; Start with the cheapest fixes=20  
=3D<BR>&gt;first.<BR>&gt;&nbsp; &gt;Maybe you were right way back with =  
the bad=20

UAD assumption?<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;Still kickin' =  
Paris=20

around,<BR>&gt;&nbsp; &gt;Tom<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;=  
&gt;&nbsp; "Rod=20  
Lincoln" &lt;<A=20  
=

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

wrote in message =3D3D<BR>&gt;&nbsp; =  
&gt;&news:472e82a3\$1@linux...<BR>&gt;&nbsp;=20  
&gt;<BR>&gt;&nbsp; &gt;&nbsp; Neil, thanks for your response. see my =  
answer

---

---

Subject: Re: Paris AES dinner  
Posted by [Tyrone Corbett](#) on Tue, 16 Oct 2007 02:25:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

s=20  
interleaved below<BR>&gt;&nbsp; &gt;&nbsp; Rod<BR>&gt;&nbsp; =  
&gt;&nbsp; "Neil"=20  
&lt;<A href=3D"mailto:OIU@l.com">OIU@l.com</A>&gt; =  
wrote:<BR>&gt;&nbsp;=20  
&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;&nbsp; &gt;This is weird... have you =  
tried=20  
any of the following:<BR>&gt;&nbsp; &gt;&nbsp; &gt;<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;1.) pan everything to center, and then see if it still shows=20  
up<BR>&gt;&nbsp; &gt;&nbsp; &gt;on the left channel? or is the =  
crackling then=20  
centered?<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;&nbsp; Everything =  
Panned Ctr=20  
still Crackles<BR>&gt;&nbsp; &gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;&nbsp; =  
&gt;2.)=20  
removing ALL plugins & EFX, and bouncing dry/clean =  
like<BR>&gt;&nbsp;=20  
&gt;&n

---

---

Subject: Re: Paris AES dinner  
Posted by [DJ](#) on Tue, 16 Oct 2007 04:32:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

r />  
will. I wonder what could be causing =3D<BR>&gt;this?<BR>&gt;&nbsp;=20  
=3D3D<BR>&gt;&nbsp; &gt;The<BR>&gt;&nbsp; &gt;&nbsp; =  
&gt;&gt;last<BR>&gt;&nbsp;=20  
&gt;&nbsp; &gt;&gt;&gt;time I did a fresh install of my system (via =  
ghost) and=20  
it =3D<BR>&gt;seemed =3D3D<BR>&gt;&nbsp; &gt;to get<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;&gt;&gt;rid of it, for a while. I'm going to try a bounce to disk =  
and=20  
=3D<BR>&gt;see =3D3D<BR>&gt;&nbsp; &gt;if the<BR>&gt;&nbsp; &gt;&nbsp; =

>>>crackles return.<BR>> > > >>>The =  
way my=20  
system is set up, because of space limitations, and =  
=3D<BR>>the<BR>> >=20  
=3D3D<BR>>> >>fact<BR>>> > > =  
>>>that<BR>>>=20  
>> >>>I have to have my drums basically in the mix =  
position=20  
(facing =3D<BR>>the =3D3D<BR>>> >>other<BR>>> =  
>>>=20  
>>>way)<BR>>> > > >>>makes it A FREAKIN =  
PITA to=20  
crawl behind the gear and unplug the<BR>=3D<BR>>=3D3D<BR>>> =  
  
>spdif<BR>> > > > cable<BR>> > >=20  
>>>going to the DAC-1 and re-patch a cable loop. I accidently =  
  
=3D3D<BR>>>

---

---

Subject: Re: Paris AES dinner  
Posted by [Paul Artola](#) on Tue, 16 Oct 2007 14:03:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

=3D3D<BR>>> >>songs that=3D3D20<BR>>> >>>=20  
it's<BR>>>doing this on? If so, send it to: neil =  
=3D3D<BR>>>=20  
>>DOT=3D3D20<BR>>> >>> henderson =  
AT<BR>>>sbcglobal DOT=20  
net I'd be curious as to =3D3D<BR>>> >>what =  
it=3D3D20<BR>>>=20  
>>> sounds like.<BR>>><BR>>>will =3D3D<BR>>>=20  
=  
>>Do<BR>>><BR>>>Neil<BR>>><BR>>>& amp;<BR>>>=20  
>>>"Rod=3D3D20<BR>>>=20  
>>> Lincoln" <<<A=3D3D20<BR>>> >>> =  
=3D3D<BR>>>=20  
=3D<BR>>>href=3D3D3D"<A=20  
=  
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>m=  
ailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com<A>=3D=  
<BR>>>&g=3D3D<BR>>>=20  
>>t;=3D3D20<BR>>> >>>=20  
wrote:<BR>>><BR>>>& amp;>>>OK..I got everything hooked =  
backk up=20  
and =3D3D<BR>>> >>sure=3D3D20<BR>>> >>> =  
enough, the=20  
crackle is back<BR>>>>>on bounce to disk...in the left=20

=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;channel=3D3D20<BR>&gt;&nbsp; =  
&gt;&nbsp; only,=20  
same as always. I tried panning&lt;BR&gt;&gt;&gt;everything oppisite,=20  
=3D3D<BR>&gt;&nbsp; &gt;crackle,=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; tried =  
lowering=20  
levels, crackle.&lt;BR&gt;&gt;&gt;When I took all the tracks =  
=3D3D<BR>

---

---

Subject: Re: Paris AES dinner  
Posted by [Tom Bruhl](#) on Thu, 18 Oct 2007 02:32:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

<BR>>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<BR>>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

>>>>sbcglobal DOT=20

>>>Lincoln"=20

>>> <<A=20

>>> =

>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&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<BR>>this=20

>>>>I've had it=20

>>> >>"Rod Lincoln" <<A=20

>>> =

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

>>>>=20

>>>THOUGHT I=20

>>> had my "bounce to disk" crackles whipped, but =3D<BR>>they =

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

>>>that=20

>>>>>>it. I=20

>>> havn't tried it yet with bou

---

Subject: Re: Paris AES dinner

Posted by [audioguy\\_editout\\_](#) on Thu, 18 Oct 2007 04:07:16 GMT

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

---

hink 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.  
>>>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 amplif

---

---

Subject: Re: Paris AES dinner  
Posted by [DJ](#) on Thu, 18 Oct 2007 04:35:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ied  
>>>>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 =  
>>>>news:472f2455\$1@linux...  
>>>>  
>>>> I agree with you, except that when I play back an old project that  
=  
>>>>didn't  
>>>> have the problem, it doesn't crackl, even with more tracks and the  
=  
>>>>same plugs  
>>>> as the ppj's that crackle.=20  
>>>> Rod  
>>>> "Tom Bruhl" <arpeggio@comcast.net> wrote:

>>>> >  
>>>> >  
>>>> >Hey Rod,  
>>>> >Do the crackles 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? =3D20  
>>>> >  
>>>> >If you suspect hardware I'd think CPU, fan (make it cold!) or  
>>>> >power supply. Not in that order. Start with the cheapest fixes =  
>>>>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 =3D  
>>>> >news:472e82a3\$1@linux...  
>>>> >  
>>>> > Neil, thanks for your response. see my answers interleaved below  
>>>> > Rod  
>>>> > "Neil" <OIU@l.com> wrote:  
>>>> >&gt;

---

---

Subject: Re: Paris AES dinner  
Posted by [Brian Porick](#) on Thu, 18 Oct 2007 22:21:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

>> it?<BR><BR>Not nearly as bad...No =3D  
>>>>=3D3D<BR>>study=3D3D20<BR>> =3D20  
>>>> diet of rice crispies, but there were a couple<BR>of =  
crackles=3D20  
>>>> (random,<BR>=3D3D<BR>>I=3D3D20<BR>> bounced twice and listend =  
=3D  
>>>>to both=3D20  
>>>> mixes out of phase,<BR>set markers =3D3D<BR>>at =3D  
>>>>the=3D3D20<BR>> =3D20  
>>>> crackles, and verified by listening one at a time) =  
This<BR>also=3D20  
>>>> leads<BR>=3D3D<BR>>me to=3D3D20<BR>> believe it's some sort of =  
=3D  
>>>>ppj=3D20  
>>>> corruption brought on by the<BR>UAD =3D3D<BR>>stuff,=3D20  
>>>> only=3D3D20<BR>> it happens over time, but I haven't been able =  
=3D  
>>>>to=3D20  
>>>> verify=3D3D20<BR>> =3D  
>>>>this<BR>>yet.<BR>><BR>>7.) Have=3D20

>>>> you tried physically swapping =3D3D<BR>>your left=3D3D20<BR>> =  
=3D  
>>>>speaker=3D20  
>>>> with<BR>>your right speaker?<BR>swapping speakers make=3D20  
>>>> no=3D3D20<BR>> difference, swapping the cables leading to=3D20  
>>>> the<BR>speakers makes it =3D3D<BR>>happen in=3D3D20<BR>> =3D  
>>>>the right=3D20  
>>>> speaker.<BR>><BR>>Just trying to think of things to=3D20  
>>>> =3D3D<BR>>try &=3D3D20<BR>> narrow it down =3D  
>>>>by<BR>>process of=3D20  
>>>> elimination.<BR><BR>I appreciate =3D  
>>>>=3D3D<BR>>your=3D3D20<BR>> =3D20  
>>>> thought process. If this makes a light go off for you,<BR>please =  
=3D  
>>>>let=3D20  
>>>> =3D3D<BR>>me=3D3D20<BR>> know.<BR>><BR>>Can =3D  
>>>>you e-mail=3D20  
>>>> me an mp3 file of any song or =3D3D<BR>>songs that=3D3D20<BR>> =  
=3D  
>>>>  
>>>> it's<BR>>doing this on? If so, send it to: neil=3D20  
>>>> =3D3D<BR>>DOT=3D3D20<BR>> henderson AT<BR>>sbcglobal =3D  
>>>>DOT net I'd=3D20  
>>>> be curious as to =3D3D<BR>>what it=3D3D20<BR>> sounds=3D20  
>>>> like.<BR><BR>will=3D20  
>>>> =3D  
>>>>=3D3D<BR>>Do<BR>><BR>>Neil<BR>><BR>>=3D  
>>>><BR>>"Rod=3D3D20<BR>> =3D20  
>>>> Lincoln" <<A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20  
>>>> =3D  
=  
>>>>href=3D3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=  
</A>&a=3D  
=  
>>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=3D=  
  
>>>>A>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20  
>>>> wrote:<BR>>><BR>>>OK..I got everything hooked =3D  
>>>>backk up=3D20  
>>>> and =3D3D<BR>>sure=3D3D20<BR>> enough, the crackle is=3D20  
>>>> back<BR>>>on bounce to disk...in the left=3D20  
>>>> =3D3D<BR>>channel=3D3D20<BR>> only, same as always. I tried=3D20  
>>>> panning<BR>>>everything oppisite,=3D20  
>>>> =3D3D<BR>>crackle,=3D3D20<BR>> tried lowering levels,=3D20  
>>>> crackle.<BR>>>When I took all the tracks =3D3D<BR>>off=3D20  
>>>> the=3D3D20<BR>> submixes except for the drums on=3D20  
>>>> submix<BR>>>1, there were NO =3D  
>>>>=3D3D<BR>>crackles.=3D3D20<BR>> =3D20

>>>> There were also N

---