
Subject: Still Lots for Sale

Posted by [Gary Flanigan](#) on Mon, 17 Jul 2006 16:13:40 GMT

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e area. I'm originally from the suburbs of Chicago
>but moved here to go to Berklee in '75. I never returned.
>My wife and I bought a house down in Raynham which is
>towards the cape but more inland. Boston is a great city
>to live i

Subject: Re: Still Lots for Sale

Posted by [John \[1\]](#) on Mon, 17 Jul 2006 18:25:59 GMT

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but it DID appreciate a good defragging from
time to time. (Come to think of it, we ALL need a good
defragging now & then LOL!)

Neil

"Aaron Allen" <know-spam@not_here.dude> wrote:

>Full drive is another one I've seen. Some systems want to be defragged as

>well (though some don't).

>AA

>

>

>"Neil" <

Subject: Re: Still Lots for Sale

Posted by [Tom Bruhl](#) on Mon, 17 Jul 2006 18:35:26 GMT

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blank">IOUOI@OI.com> wrote in message news:44ee54bc\$1@linux...

>>

>> Power supply? Pops & clicks can often be traced to that.

>>

>> Neil

>>

>> "Rob Arsenault" <mani2@nbnet.nb.ca> wrote:

>>>Very strange. I had bad ram give me some pop issues in the editing field

>> of

>>>Paris once. Swapped the ram and pops were gone. Do they visually show
up

>> in

>>>the wave display of wavelab?
>>>Good luck.
>>>Rob_A
>>>
>>>
>>>"thesandbox" <sandboxproductionssпамwhat@hotmail.com> wrote in message
>>>news:44ee372a\$1@linux...
>>>>
>>>> I am trying to trouble shoot a problem that just crept up....
>>>> I am getting pops and crackels on my mixed down stereo files.
>>>> These do not appear during the mixdown...rendering process....just when
>> I
>>>> try to play them back in Wavelab to master. I ran the error check in
>>>wavelab
>>>> and it tells me it is finding glitches...not overs as I usually have
the
>>>Global
>>>> fader below 0.3 on mixdown also.
>>>> Somehow this is happening as it is saving the mix....is it a hard drive
>>>problem????
>>>> No problems tracking though.
>>>> any other suggestions...please help!!!!
>>>>
>>>> Matt Barber
>>>> www.sandboxproductions.com
>>>
>>>
>>
>
>for some reason it apparently is the UAD cards (2 cards 3.9 on win98)... if
I render those tracks it bounces to disk okay.....very weird though...never
noticed it before but....
I am running 64 tracks and using them a bit more on more tracks (pair of
fairchilds on drums, 1176 on 2 bass tracks and a couple of guitars, and 1176
and la-2a on vox) but the uad meter still didn't go over 60%. Anyway....problem
solved for now.....
Thanks again for the quick response.
Matt Barber
www.sandboxproductions.com
"thesandbox" <sandboxproductionssпамwhat@hotmail.com> wrote:
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>I am trying to trouble shoot a problem that just crept up....
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>These do not appear during the mixdown...rendering process....just when
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>fader below 0.3 on mixdown also.
>Somehow this is happening as it is saving the mix....is it a hard drive problem????
>No problems tracking though.
>any other suggestions...please help!!!!
>
>Matt Barber
>www.sandboxproductions.comAhhhhh.. the ole' PCI bus bandwidth trick. What kind of box are you mixing on?

AA

"thesandbox" <sandboxproductionssпамwhat@hotmail.com> wrote in message news:44ee5f13\$1@linux...

>
> for some reason it apparently is the UAD cards (2 cards 3.9 on win98)...
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> I render those tracks it bounces to disk okay.....very weird
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Posted by [Dubya Mark Wilson](#) on Mon, 17 Jul 2006 19:44:15 GMT
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d no.....you're pastrami.

;o)

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:44ed4697@linux...
What am I,=20

chopped liver?

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:44eb53e8\$1@linux...

Okay now the question is has anybody had any problems with UAD-1 ver =
4.3?

Wrap with fxPansion 3.3 still?

Deej?

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:44eb3cee\$1@linux...

I haven't done this in years. I have the authorization codes.

Subject: Re: Still Lots for Sale

Posted by [Tyrone Corbett](#) on Mon, 17 Jul 2006 22:09:41 GMT

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=3D2>too?</DIV>

<DIV><FON

Subject: Re: Still Lots for Sale

Posted by [Deej \[1\]](#) on Tue, 18 Jul 2006 13:50:18 GMT

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lipped the mic out of phase...

:)

"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>Ahhh.....so that's why the penis pump wouldn't work!

>

>;o)

>

>"Neil" <OIUOIU@OIU.com> wrote in message news:44ef107e\$1@linux...

>>

>> Trying to make a robotic kick drum, are ya? :)

>>

>> Is that why you needed the solenoid?

>>

>> Neil

>>

>>

>> "Brandon" <a@a.com> wr
