
Subject: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 14:40:37 GMT
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you determine =
where the=20
crackle rears it's ugly head?
>>> > =
>IOW, is=20
it constant, more or less, or is it intermittent? =
If
>>> =20
> >it's intermittent, does it seem to coincide with any=20
particular
>>> > >instrument or =
track? For=20
example, could it be a particular
>>> > =

>plugin on the - let's say - cowbell track, which occurs=20
though
>>> &a

Subject: Re: Crackling on disk Bounce
Posted by [LaMontt](#) on Fri, 19 Oct 2007 14:47:27 GMT
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mp; >most of the song, but =
not on=20
the (confounded) bridge?
>>> =20
>
>>> > totally random...not in =
anyway=20
associated with a particular =3D3D
>>> =
>instrument.=20
Fairly
>>> > study though, like a bowl =
of rice=20
crispies.
>>> > =
>
>>> =20
> >4.) mute/disconnect the right channel when listening =
back=20
to
>>> > >the crackle-infested =
bounce to see=20
if there's any pattern=20
=3D
>>>that=3D3D20
>>> =
> >might=20

Subject: Re: Crackling on disk Bounce
Posted by [John \[1\]](#) on Fri, 19 Oct 2007 15:31:02 GMT
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; was an audio CD)so I =
would say=20
it happens on all systems...but=20
I
&=3D
&&&&=3D3D
&&&&

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 16:18:43 GMT
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spdif =
out of=20
the mec to a DAC-1 to a PVC passive=20
=
volume
&&&&=3D
&&&&=3D3D
&&&&&=sp;=20
&control.
&&&& &&&& The NS 10's are =
hooked up=20
thru 2 analogue outs from the Mec=20
=
into
&a
&&&&=3D
&&&&&GFA
&&&&&=t; =20
=3D3D
&&&& &power
&&&& =
&&=20
amp. Crackles exist on the left channel on both sets of=20
speakers.
&&&& &&&& =
&
&&&&&=20
&&&& 6.) What happens when you open up an older project that =

you
&&&& &&&& &DIDN'T have this problem =
on...?=20
If you do a bounce with that,
&&&& &&&& =
&does it=20
sound as it did before, or does it now have =
the
&&&&&

Subject: Re: Crackling on disk Bounce
Posted by [Neil](#) on Fri, 19 Oct 2007 16:27:25 GMT
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p; =20
&&&& crackles in it?
&&&&&=20
&
&&&& &&&& Not nearly as bad...No study =
diet of=20
rice crispies, but there were
&&&&=3D
&&&&&a=20
=3D3D
&&&& &couple
&&&&&=

> =20
of crackles (random, I bounced twice and listend to both mixes=20
out
>>=3D
>>>of
>>> =
=3D3D
>>> >phase,
>>> =
> =20
set markers at the crackles, and verified by listening one at=20
a
=3D
>>>time)
>>> =20
=3D3D
>>> >This
>>> =
> =20
also leads me to believe it's some sort of ppj corruption=20
brought
>=3D
>>>on =
=3D3D
>>> =20
>by the
>>> > UAD stuff, only it =
happens=20
over time, but I haven't been able=20
to
>=3D
>>>=3D3D
>>> =
>verify=20
this
>>> > =
yet.
>>>

Subject: Re: Crackling on disk Bounce

Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 16:37:44 GMT

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/>
get
>>=3D
>>>=3D3D
>>> =
=20
>this thing
>>> > >>figured=20
out.=3D3D20
>>> > >>I've had it =
for today.=20
Going to crash.
>>> > =20
>>Rod
>>> > >>"Rod Lincoln" =
<<A=20
=
href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com=
>=20
wrote:
>>> > =20
>>>
>>> > >>Well, I =
THOUGHT=20
I had my "bounce to disk" crackles whipped,=20
=
but
>>=3D
>>>=3D3D
>>> =
>they=20
came
>>> > >>back. This time =
I=20
re-patched and did a spdif bounce and=20

that
=3D
>>>seemed
>>> =20
=3D3D
>>> >to
>>> =
> =20
>cure
>>> > >>>it. I havn't =
tried=20
it yet with bounce to disk to verify=20
=
that
the
>>>=3D
>>>=3D3D
>>>=3D
t; =20
>crackling
>>> > >>>comes =
back, but=20
I bet it will. I wonder what could be=20
causing
>=3D
>>>>this?
>>> =20
=3D3D
>>>

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 16:38:51 GMT
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mp;>> >The
>>> =
> =20
>>last
>>> > >>>time I =
did a=20
fresh install of my system (via ghost) and it =
=3D
>>>seemed=20
=3D3D
>>> >to get
&a

Subject: Re: Crackling on disk Bounce
Posted by [John \[1\]](#) on Fri, 19 Oct 2007 16:51:24 GMT
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mp;>>> =
> =20
>>>rid

Subject: Re: Crackling on disk Bounce
Posted by [Aaron Allen](#) on Fri, 19 Oct 2007 18:13:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

;META=20
content=3D3D3D"MSHTML 6.00.2800.1400"=20
name=3D3D3DGENERATOR>
>>> =20
><STYLE></STYLE>
>>> =20
></HEAD>
>>> ><BODY=20

<<DIV>Maybe you =
were right way=20
back
>=3D
>>>with the
>>> =20
=3D3D
>>> >>bad =
UAD=3D3D20
>>> =20
>>assumption?</DIV>
>>> =20
>><DIV> =
</DIV>
>>> >><DIV><FONT =
face=3D3D3DArial=20
size=3D3D3D2>Still kickin' Paris =3D3D
>>> =20
>>around,</DIV>
>>> =20
>><DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>Tom</DIV>& >>
>>> =
>><DIV> =
</DIV>
>>> =20
>><BLOCKQUOTE=3D3D20
>>> =20
>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:=20
5px;
>>=3D
>>>=3D3D
>>> =
>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT:=20
0px">>>> >> <DIV>"Rod Lincoln" =
<<A=3D3D20
>>> >> =20
=3D3D
>>> =
=3D
>>>>>href=3D3D3D "<A=20
=
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.comm=
ailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=3D=

>>>&g=3D3D
>>> =20
>>t;=3D3D20
>>> >> wrote in message=20
<A=3D3D20
>>> >> =
=3D3D
&

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 18:50:58 GMT
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>>>> =20
=3D
>>>>>href=3D3D3D "<A=20
=
href=3D'news:472e82a3\$1@linux">news:472e82a3\$1@linux...</DIV>
N'>n=
ews:472e82a3\$1@linux">news:472e82a3\$1@linux>...</DIV>>&l=
t;BR>>N=3D
>>>>>eil=3D3D
>>> =20
>>=3D3D20
>>> >> thanks for your =

response. see=20
my answers interleaved =3D3D
>>> =20
=
>below
Rod
"Neil"=3D3D20
>>> =20
> <<A href=3D3D3D"<A=20
=
href=3D'mailto:OIU@l.com">OIU@l.commailto:OIU@l.com">OIU@l.com<=20
;/A>>=20
=3D3D
>>> =
>wrote:
>
&a mp;gt;This=20
is=3D3D20
>>> > weird... have you tried =
any of=20
the following:
>
&g t;1.)=20
pan=3D3D20
>>> > everything to center, =
and then=20
see if it still shows up
>on=20
=
the
>>=3D
>>>=3D3D
>>> =
=20
>left=3D3D20
>>> > channel? or is =
the=20
crackling then centered?

Everything=20
=3D
>>>Panned =3D3D
>>> >Ctr=20
still=3D3D20
>>> > =20
Crackles
>
> 2.) removing ALL plugins & =
EFX, and=20
=3D3D
>>> =
>bouncing=3D3D20
>>> =20
> dry/clean like
>that, with everything panned as =
you=20
normally
=3D3D
>>> >would=20
for=3D3D20
>>> > this
>mix? =
This=20
includes anything inserted across the=3D3D20
>>> =

> 2-buss.

Bounce with No FX (Auxes, both =
internal=20
and =3D
>>>external) =3D3D
>>> =20
>still=3D3D20
>>> > =20
Crackles

Bounce with no plugs...this does produce a =

=
crackle
>>=3D
>>>=3D3D
>>> =n=20
bsp;=20
>free=3D3D20
>>> > bounce. I tried=20
this
the first time it happened a couple=20
weeks
>>=3D
>>>ago, <B

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 18:56:51 GMT
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R>>>> =

=3D3D
>>> =
>and=3D3D20
>>> =20
> thought I had it narrowed
down to the UAD plugs. I =

=
re-ghosted
>=3D
>>>=3D3D
>>> =
>to=20

a=3D3D20
>>> > sys version that had an=20
earlier
UAD install (can't remember=20

=
the
>>>=3D
>>>=3D3D
>>> =
=20

>number, it=3D3D20
>>> > had the =
Helios, but=20

not the Neve
88)and the crackles went=20
=

away,
>>>=3D
>>>&so
>>> =

=3D3D
>>> >I=3D3D20
>>> =
> =20

thought it was a software rev that Paris
didn't like, but=20
just
>>>=3D
>>>&to =

=3D3D
>>> >be=20
sure I=3D3D20
>>> > reloaded the new =
version of=20

the UAD software
(the one with=20
the
>>>=3D
>>>&Neve
>>> =20
=3D3D
>>> >
>>> =
> 88)=20

and it still didn't crackle. At that point I
thought it=20
=3D3D
>>> >might =

be=3D3D20
>>> =20
> something else altogether and since I am in the =
middle
of=20

a =3D
>>>mixing
>>> =20
=3D3D
>>> =

>project=3D3D20
>>> =20
> that I'm using the Neve 88 plug on a lot (love what=20

=
it
does)
I
>>>=3D
>>>just
>>&=
>> =20

=3D3D
>>> =
>went=3D3D20
>>> =20

 for it, listening closely to bounces. I actually did=20
 2
bounces
&=
&&&of=20
 =3D3D
&&&&& &every =
 mix=3D3D20
&&&&&&=20
 & and listened back to both at the same time, out of=20
 =
 phase
with
&=
&&&&each
&&&&=
 ;&=20
 =3D3D
&&&&& =
 &other,=3D3D20
&&&&&&=20
 & to hear the difference, since the crackles appeared to=20
 =3D
 &&&&be
random.)
&&&&&=20
 =3D3D
&&&&& =
 &There=3D3D20
&&&&&&=20
 & were maybe 1 or 2 crackles per song on a couple songs,=20
 =
 and
no
&=
&&&&=3D3D
&&&&&=n=
 bsp;=20
 &

Subject: Re: Crackling on disk Bounce
 Posted by [Aaron Allen](#) on Sat, 20 Oct 2007 00:17:21 GMT
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=3D3D20
&&&&& &&=

(confounded) bridge?
&&&totally random...not in anyway =

=3D
&&&&&associated
&&&&&&=20
 =3D3D
&&&&&& &with =
 a=3D3D20
&&&&&&=20
 & particular instrument. Fairly
study though, like a =
 bowl of=20
 =3D
&&&&&rice=3D3D20
&&&&&& =
 &&=20
 crispies.
&&&& ;4.) mute/disconnect the right =
 channel=20
 when =3D3D
&&&&&&=20
 &listening=3D3D20
&&&&&& && back=20
 to
&&&the crackle-infested bounce to see if there's any=20
 =3D3D
&&&&&& &pattern =
 that=3D3D20
&&&&&&=20
 & &&&might apply to (3)=20
 above?
&&&&&none
&&&&5.) Is=20
 =3D3D
&&&&&& =
 &the=3D3D20
&&&&&&=20
 & crackle happening on ALL systems? IOW, have =

you
>burned=20
a =
CD
of
>>=3D
>>>=3D3D
>>>&=
nbsp;=20
>the=3D3D20
>>> > bounced tracks =
& played=20
it back on a home
>stereo, in your =
=3D3D
>>> =20
>car, on=3D3D20
>>> > headphones, =
etc? Is it=20
possible that
>for some odd reason=20
the
>=3D
>>>=3D3D
>>> =
>crackle=20
is=3D3D20
>>> > due to something in=20
your
>monitoring setup that isn't=20
=
showing
>up
>>=3D
>>>=3D3D
>>=
>> =20
>on=3D3D20
>>> > regular playback,=20
but
>might be showing up on a rendered=20
=3D3D
>>> =20
>file?
>This=3D3D20
>>> > =
first came=20
to my attention after I burned a CD of test mixes=20
for
>=3D
>>>=3D3D
>>> =20
>the
>client=3D3D20
>>> > =
and he=20
called me after he got home and listened on his system=20
=3D3D
>>> >(this
>was=20
an=3D3D20
>>> > audio CD)so I would say =
it=20
happens on all systems...but I=20
=3D
>>>havn't=3D3D20
>>> =
> =20
burnt
>another CD yet.
>It does happen on my NS 10's =
as=20
=
well
>as
>>=3D
>>>my
>>&g=
t; =20
=3D3D
>>> >
>>> =
> Mackie=20
824's. The 824's are hooked
>up thru the spdif out of=20
=3D3D
>>> >the =
mec=3D3D20
>>> =20
> to a DAC-1 to a PVC passive volume control.
>The NS =
10's=20
are =3D
>>>hooked
>>> =20
=3D3D
>>> >up =

thru=3D3D20
>>>> =20
> 2 analogue outs from the Mec into a GFA power&

Subject: Re: Crackling on disk Bounce
Posted by [audioguy_editout_](#) on Wed, 24 Oct 2007 05:01:35 GMT
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tic
>> and hope my insurance company understands the concept.
>>
>> ...er... sorry... rant off... ;-)
>>
>> Dedric
>>
>> "Chris Ludwig" <chrisl@adkproaudio.com> wrote in message
>> news:47616ab0\$1@linux...
>>> HI Saw this at AES. Seemed to sound very nice and was really low on cpu
>
>>> resources. Hopefully I'll be able to get a full copy soon.
>>> Chris
>>>
>>>
>>>
>>> LaMont wrote:
>>>> Check it out the audio demos..
>>>>
>>>> <http://www.overloud.com/>
>>>
>>> --

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Wed, 24 Oct 2007 05:05:46 GMT
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"LaMont"
<jjdpro@gmail.com> wrote:

>
> Yeah I saw those early reviews on Nuendo's forum..I did not believe them.
> I listened to the demos on the web site and I think this Verb plug sounds
> fabulous!! Right up with Wlizzo Verb and IK's Classics. Like Chris stated,
> this is not a convo verb, but a digital verb replica. Really smooth. Listen
> to the vocal demos.. Wow!!
>
> P.S. Some of those folks on the Nuendo Forum are complete idiots that are

> more concerned about the latest DAW config than music or the art of naking,
> mixing daw(nuendo) tricks etc.. They sound like complete idiots when talking
&g

Subject: Re: Crackling on disk Bounce
Posted by [mike audet\[1\]](#) on Wed, 24 Oct 2007 12:50:37 GMT
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br />
> >>> bug...so I don't know what I'll do this time.
> >>> Rod
> >>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
> >>> >
> >>> >
> >>> >I have to assume it works and sounds good. Anyone
> >>> >tried it with Paris yet? I know Rod said that
> >>> >4.7 and up won't render stereo with plugins anymore.
> >>> >
> >>> >I really want that thing!!! \$50 off too with their Christmas =
>deal.
> >>> >
> >>> >Anyone?
> >>> >
> >>> >
> >>> >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

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Wed, 24 Oct 2007 13:47:57 GMT
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; </DIV></BODY></HTML>
> >>> >
> >>> >
> >>>
> >>>
> >>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> >>><HTML><HEAD>
> >>><META http-equiv=3D3D3DContent-Type content=3D3D3D"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>I think I'll to a fresh clone
=
>before
> =3D
> >>>anything crazy=3D20
> >>>happens!</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>I might just try it to =3D
> >>>see.</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>Is it just you and me with =
>Paris and
> a
> >> =3D
> >>>UAD these=3D20
> >>>days?</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>Sheesh it's gettin' lonely =
>around these
> >> =3D
> >>>
> >>>parts.</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >>><DIV> </DIV>
> >>><BLOCKQUOTE=3D20
> >>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
=

```

Subject: Re: Crackling on disk Bounce

Posted by [mike audet\[1\]](#) on Wed, 24 Oct 2007 15:21:53 GMT

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;A=20

> =

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

>t;=20

> wrote in message =

>
>news:4761b804\$1@linux...
>>
>> It=20

> might be just you and me.
>> Rod
>> "Tom Bruhl" =

><<A=20

> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20

> wrote:
>>>
>>>
>>>I think I'll to =

>a fresh=20
> clone before anything crazy happens!
>>>I might just try =
>it to=20
> see.
>>>
>>>Is it just you and me with Paris =
>and a UAD=20
> these days?
>>>
>>>Sheesh it's gettin' lonely =
>around=20
> these=20
> =
>parts.
>>>Tom
>>>
>>>
>>>=

> "Rod Lincoln" <<A=20
> =
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
>t;=20
> wrote in message=20
> =
>=3D
>>>news:47619bf0\$1@linux...
>>>
>>>&g=

> I havn't tried the demo yet. For some reason the timed demo's=20

>just buy=20
> it...except last time I got burned by the no=20

>what I'll=20

>Bruhl"=20
> <arpeggio@comcast.net> =
>

&g

Subject: Re: Crackling on disk Bounce
Posted by [Tom Bruhl](#) on Wed, 24 Oct 2007 23:55:01 GMT
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says the Farichild mono and EX M plug is not installed. To defeat =
this, install
4.5 again, specifying a folder other than the correct folder (you will =
delete
it later) and select the "install mono versions"
box. Go into the mono folder that's in the folder you chose, copy the =
Fairchild
and EX-M DLL's

(there the only ones that don't have the word (mono) in parenthesis) =
and
copy them to the correct folder. Then delete the bogus folder, or the =
UAD
dll's. I use the steinberg/vst folder, since that's what it defaults =
to,
and that's not what I use normally. You don't have to do this, but if =
the
error messages bug you (they do me) you can. The mono versions don't =
work
correctly in Paris, but it keeps the error screen from popping up.
"Tom Bruhl" <arpeggio@comcast.net> wrote:
>
>
>Hey Rod,
>What are settings to use in 3.3 wrapper so I don't lose presets?
>I thought I had a document here from before but can't find it
>in my Paris folder.
>
>Thanks,
>I'm ready to try it!!!
>Tom
> "Roc Lincoln" <rlincoln@nocpam.kc.rr.com> wrote in message =3D
>news:4761f0f7@linux...
>
> I just slide the track and get it sample accurate with sampleslide. =
i
=3D
>dunno,
> it's not that big of a deal for me.
> Rod
> "Rob Arsenault" <mani1147@hotmail.com> wrote:
> >Funny, I was just thinkin last night how I should drop the old =
UAD-1
=3D
>back
>
> >into my Paris rig. I guess that would make 3 of us. So how do you =
=3D
>guys=3D20
> >handle the UAD in Paris, do you do the old track slide (PITA) or =
just
=3D
>make
> a=3D20
> >copy of the track, render / listen / undo?
> >
> >Thanks

> >Rob
 > >
 > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message=3D20
 > >news:4761b804\$1@linux...
 > >>
 > >> It might be just you and me.
 > >> Rod
 > >> "Tom Bruhl" <arpeggio@comcast.net> wrote:
 > >>>
 > >>>
 > >>>I think I'll to a fresh clone before anything crazy happens!
 > >>>I might just try it to see.
 > >>>
 > >>>Is it just you and me with Paris and a UAD these days?
 > >>>
 > >>>Sheesh it's gettin' lonely around these parts.
 > >>>Tom
 > >>>
 > >>>
 > >>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
 =3D3D
 > >>>news:47619bf0\$1@linux...
 > >>>
 > >>> I havn't tried the demo yet. For some reason the timed demo's =
 =3D
 >don't
 > =3D3D
 > >>>work on
 > >>> my system. I just buy it...except last time I got burned by =
 the =3D
 >no =3D3D
 > >>>render
 > >>> bug...so I don't know what I'll do this time.
 > >>> Rod
 > >>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
 > >>> >
 > >>> >
 > >>> >I have to assume it works and sounds good. Anyone
 > >>> >tried it with Paris yet? I know Rod said that
 > >>> >4.7 and up won't render stereo with plugins anymore.
 > >>> >
 > >>> >I really want that thing!!! \$50 off too with their Christmas =
 =3D
 >deal.
 > >>> >
 > >>> >Anyone?
 > >>> >
 > >>> >

```

> >>> >I choose Polesoft Lockspam to fight spam, and you?
> >>> >http://www.polesoft.com/refer.html =3D3D20
> >>> >
> >>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =
Transitional//EN">
> >>> ><HTML><HEAD>
> >>> ><META http-equiv=3D3D3D3DContent-Type =
content=3D3D3D3D"text/html; =3D
>=3D3D3D
> >>> >charset=3D3D3D3Diso-8859-1">
> >>> ><META content=3D3D3D3D"MSHTML 6.00.2800.1400" =3D
>name=3D3D3D3DGENERATOR>
> >>> ><STYLE></STYLE>
> >>> ></HEAD>
> >>> ><BODY bgColor=3D3D3D3D#ffffff>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>I have to assume =
it =3D
>works =3D3D3D
> >>> >and sounds=3D3D3D20
> >>> >good. Anyone</FONT></DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>tried it with =
Paris =3D
>yet? I know
> >> =3D3D
> >>>=3D3D3D
> >>> >Rod said=3D3D3D20
> >>> >that</FONT></DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>4.7 and up won't =
render
=3D
>stereo
> =3D3D
> >>>with =3D3D3D
> >>> >plugins=3D3D3D20
> >>> >anymore.</FONT></DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> </DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>I really want =
that =3D
>thing!!! $50
> >> =3D3D
> >>>=3D3D3D
> >>> >off too with=3D3D3D20
> >>> >their Christmas deal.</FONT></DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> </DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial =
size=3D3D3D3D2>Anyone?</FONT></DIV>
> >>> ><DIV><FONT size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam =
to =3D

```

```

>fight =3D3D
> >>>spam, =3D3D3D
> >>> >and=3D3D3D20
> >>> >you?<BR><A=3D3D3D20
> >>> =3D3D
> =3D
=
>>>>>href=3D3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
t.c=3D
>om/re=3D3D
> >>>fer=3D3D3D
> >>> >.html</A> </FONT></DIV></BODY></HTML>
> >>> >
> >>> >
> >>>
> >>>
> >>><!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>I think I'll to a fresh =
clone
=3D
>before
> =3D3D
> >>>anything crazy=3D3D20
> >>>happens!</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I might just try it to =
=3D3D
> >>>see.</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Is it just you and me =
with =3D
>Paris and
> a
> >> =3D3D
> >>>UAD these=3D3D20
> >>>days?</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Sheesh it's gettin' =
lonely =3D
>around these

```

```

> >> =3D3D
> >>>
> >>>parts.</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>><DIV> </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.c=
om<=3D
>/A>&g=3D3D
> >>>t;=3D3D20
> >>> wrote in message <A=3D3D20
> >>> =3D
=
>href=3D3D3

```

Subject: Re: Crackling on disk Bounce
 Posted by [mike audet\[1\]](#) on Thu, 25 Oct 2007 02:01:39 GMT
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```

sounds =3D3D<BR>>>>good. =3D3D20<BR>>>> =3D20
> Anyone<BR>>>tried it with Paris yet? I know Rod said=3D20
> =3D3D<BR>>>>that<BR>>>4.7=3D3D20<BR>>>> =3D
>and up won't=3D20
> render stereo with plugins anymore.<BR>><BR>>I=3D20
> =3D3D<BR>>>>really want=3D3D20<BR>>>> that =3D
>thing!!! $50 off=3D20
> too with their Christmas=3D3D20<BR>>>> =3D20
> =3D
>deal.<BR>><BR>>Anyone?<BR>><BR>><B=3D
>R>>I=3D20
> choose Polesoft =3D3D<BR>>>>Lockspam=3D3D20<BR>>>> =3D
>to fight=3D20
> spam, and=3D20
> =3D
>=3D3D<BR>>>>you?<BR>>http://www.polesoft.com/refer.html=3D20
> =3D3D20<BR>>>> <BR>><BR>><!DOCTYPE =3D
>HTML PUBLIC=3D20

```

```

> "-//W3C//DTD HTML 4.0=3D3D20<BR>>>> =3D20
> =3D
> Transitional//EN"><BR>><HTML><HEAD><BR>>=3D
><META=3D3D20<BR>>>> =3D20
> http-equiv=3D3D3D3DContent-Type =3D
> content=3D3D3D3D"text/html;=3D3D20<BR>>>> =3D20
> =3D3D3D<BR>>> charset=3D3D3D3Diso-8859-1"><BR>><META =3D
>
> =3D3D<BR>>>> content=3D3D3D3D"MSHTML=3D3D20<BR>>>> =3D20
> 6.00.2800.1400"=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>> name=3D3D3D3DGENERATOR><BR>><STYLE><=3D
>;/STYLE><BR>></HEA=3D3D<BR>>>>D><BR>>&l=3D
>t;BODY=3D3D20<BR>>>> =3D20
> bgColor=3D3D3D3D#ffffff><BR>><DIV><FONT =3D
>face=3D3D3D3DArial=3D20
> =3D3D<BR>>>> size=3D3D3D3D2>l=3D3D20<BR>>>> have =3D
>to assume it=3D20
> works =3D3D3D<BR>>>and=3D20
> sounds=3D3D3D20<BR>>>good.=3D3D20<BR>>>> =3D20
> Anyone</FONT></DIV><BR>><DIV><FONT=3D20
> =3D3D<BR>>>>face=3D3D3D3DArial=3D3D20<BR>>>> =3D
>size=3D3D3D3D2>tried=3D20
> it with Paris yet? I know =3D
>=3D3D3D<BR>>>Rod=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>said=3D3D3D20<BR>>>that</FONT></DIV>=3D
><BR>><DIV><FONT=3D3D<BR>>>>=3D3D20<BR>>>>=3D
> =3D20
> face=3D3D3D3DArial size=3D3D3D3D2>4.7 and up won't render =
stereo=3D20
> with=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>=3D3D3D<BR>>>plugins=3D3D3D20<BR>>>anymore=3D
>.</FONT></DIV><BR>>>&=3D3D<BR>>>>lt;DIV>=3D
>;<FONT=3D3D20<BR>>>> =3D20
> face=3D3D3D3DArial size=3D3D3D3D2></FONT>=3D20
> =3D
>=3D3D<BR>>>></DIV><BR>><DIV><FONT=3D3D20<BR>=3D
>>>> =3D20
> face=3D3D3D3DArial size=3D3D3D3D2>I really want that thing!!! =
$50=3D20
> =3D3D<BR>>>>=3D3D3D<BR>>>off =3D
>too=3D3D20<BR>>>> =3D20
> with=3D3D3D20<BR>>>their Christmas=3D3D20<BR>>>> =3D20
> deal.</FONT></DIV><BR>><DIV><FONT=3D20
> =3D3D<BR>>>>face=3D3D3D3DArial=3D3D20<BR>>>> =3D20
> size=3D3D3D3D2></FONT> =3D

```

```

></DIV><BR>><DIV><FONT=3D20
> =3D3D<BR>>>>face=3D3D3D3DArial=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>size=3D3D3D3D2>Anyone?</FONT></DIV><BR=3D
>>><DIV><FONT=3D3D<BR>>>>=3D3D20<BR>>>> =3D
>=3D20
> size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam to =3D
>fight=3D20
> =3D3D<BR>>>>spam,=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>=3D3D3D<BR>>and=3D3D3D20<BR>>you?<BR&=3D
>gt;<A=3D3D3D20<BR>>href=3D3D3D3D"<A=3D3D20<BR>>>> =3D
>=3D20
> =3D
>=3D3D<BR>>>>href=3D3D3D'http://www.polesoft.com/refer.html">http:=3D
>//www.polesoft.com/refer=3D3D<BR>>>>'>http://www.polesoft.com/r=3D
>efer.html">http://www.polesoft.com/refer</A=3D3D<BR>>>>=3D3D=3D
>3D<BR>>.html</A>=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>></FONT></DIV></BODY></HTML><=3D
>;BR>><BR>><BR></=3D3D<BR>>>>BLOCKQUOTE>=3D
></BODY></HTML><BR>>>><BR>>>><BR>>>=3D20
> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>
>

```

-----=_NextPart_000_006E_01C83DF0.641719A0

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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><FONT face=3DArial size=3D2>
<DIV><FONT face=3DArial size=3D2>Thanks Rod,</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV>That's exactly what I needed.</FONT></DIV>
<DIV><FONT face=3

```

Subject: Re: Crackling on disk Bounce

Posted by [Rod Lincoln](#) on Thu, 25 Oct 2007 04:40:44 GMT

t;FONT=20
size=3D3D3D2>

I choose Polesoft Lockspam to=20
=3D
>fight =3D3D
> >>>spam, =
=3D3D3D
> =20
>>> >and=3D3D3D20
> >>> =20
>you?
<A=3D3D3D20
> >>> =20
=3D3D
> =3D
>>>>href=3D3D3D3D "<A=20
=
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.c'>http://=
/www.polesoft.com/refer.html">http://www.polesoft.c=3D
>om/r=
e=3D3D
> =20
>>>fer=3D3D3D
> >>> =
>>.html=20
</DIV></BODY></HTML>
> =20
>>> >
> >>> =
>
> =20
>>>
> >>>
> =
>>><!DOCTYPE=20
HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> =20
>>><HTML><HEAD><
> =
>>><META=20
http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
> =20
>>>charset=3D3D3Diso-8859-1">
> =
>>><META=20
content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
> =20
>>><STYLE></STYLE> >>>
> =20
>>></HEAD>
> >>><BODY=20
bgColor=3D3D3D#ffffff>
> =
>>></DIV><FONT=20
face=3D3D3DArial size=3D3D3D2>I think I'll to a fresh=20
clone
=3D
>before
> =3D3D
> =
>>>anything=20
crazy=3D3D20
> =20
>>>happens!< /DIV>
> =20
>>></DIV>I =
might just try=20
it to =3D3D
> =20
>>>see.</DI V>
> =20
>>></DIV><FONT face=3D3D3DArial =
size=3D3D3D2>=20
</DIV>
> >>></DIV><FONT =
face=3D3D3DArial=20
size=3D3D3D2>Is it just you and me with =3D
>Paris =
and
> =20
a
> >>> =3D3D
> >>>UAD=20

```

these=3D3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;days?&lt;/FONT&gt;&lt;/D IV&gt; <BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial =
size=3D3D3D2&gt;&lt;/FONT&gt;=20
&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&lt;/DIV&gt;&lt;/FONT =
face=3D3D3DArial=20
size=3D3D3D2&gt;Sheesh it's gettin' lonely =3D<BR>&gt;around =
these<BR>&gt;&nbsp;=20
&gt;&gt; =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;<BR>&gt;&nbsp;=20
&gt;&gt;&gt;parts.&lt;/FONT&gt;&lt;/ DIV&gt; <BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial=20
size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV& &gt; <BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;/DIV&gt;&lt;/FONT face=3D3D3DArial =
size=3D3D3D2&gt;&lt;/FONT&gt;=20
&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&lt;/DIV&gt; =
&lt;/DIV&gt;<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;/BLOCKQUOTE=3D3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
MARGIN-LEFT:=20
5px;<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;BORDER-LEFT: =
#000000 2px solid;=20
MARGIN-RIGHT: 0px"&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =
&lt;/DIV&gt;"Rod=20
Lincoln" &lt;&lt;A=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =
=3D3D<BR>&gt;&nbsp;=20
=3D<BR>&gt;&gt;&gt;href=3D3D3D"<A=20
=
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com'>mail=
to:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com</A>&lt;=3D<BR>=
&gt;/A&gt;& &g=3D3D<BR>&gt;&nbsp;=20
&gt;&gt;&gt;t;=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; wrote in =
message=20
&lt;A=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =
=3D<BR>&gt;href=3D3D3D"<A=20
=
href=3D'news:47619bf0$1@linux">news:47619bf0$1@linux</A>...</DIV><BR>I'>n=
ews:47619bf0$1@linux"&gt;news:47619bf0$1@linux&lt;/A&gt;...&lt;/DIV&gt;&l=
t;BR&gt;I</A><BR>&gt;&nbsp;=20
&gt;&gt; =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;havn't=3D3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&nbsp; tried the demo yet. For some reason the timed =
demo's don't=20
work =3D<BR>&gt;=3D3D<BR>&gt;&nbsp; =
&gt;&gt;&gt;on&lt;BR&gt;my=3D3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&nbsp; system. I just buy it...except last time I got =
burned by=20
the =3D<BR>&gt;no=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =
render&lt;BR&gt;bug...so=20
I don't know what I'll do this=20

```


>>>D>
>& amp;lt;BODY=3D3D20
> =
>>>> =20
bgColor=3D3D3D3D#ffffff>
>& am p;lt;DIV><FONT =
face=3D3D3D3DArial=20
=3D3D
> =
>>>>size=3D3D3D3D2><I=3D3D20
> =20
>>>> have to assume

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Thu, 25 Oct 2007 04:43:09 GMT
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it works =3D3D3D
>and=20
=3D
 >sounds=3D3D3D20
>good.=3D3D2 0
> =20
>>> =20
Anyone</DIV><BR& am p;gt;><DIV><FONT=20
=3D3D
> =
>>>>face=3D3D3D3DArial=3D3D20
> =20
>>>> size=3D3D3D3D2><I tried it with Paris yet? I know=20
=3D3D3D
>Rod=3D3D20
> >>> =
=3D3D
> =20
=
>>>said=3D3D3D20
& >that</DIV><B=
R>><DIV><FONT=3D3D
> =20
>>>&=3D3D20
> >>> =
face=3D3D3D3DArial=20
size=3D3D3D3D2><I 4.7 and up won't render stereo=20
=3D
>with=3D3D20
> >>> =
=3D3D
> =20
=
>>>&=3D3D3D
>plu gins=3D3D3D20
>anymore.<=
t;/FONT></DIV>
> ;& amp;=3D3D
> =20
>>><DIV><FONT=3D3D20
> >>> =

face=3D3D3D3DArial size=3D3D3D3D2><I/FONT> =3D3D
> =
=
>>></DIV><BR&g t;><DIV><FONT=3D3D20
>&=
>>> =20
>>> face=3D3D3D3DArial size=3D3D3D3D2><I I really want =
that=20
thing!!! \$50 =3D3D
> >>>&=3D3D3D
>off =20
too=3D3D20
> >>> =
with=3D3D3D20
>their=20
Christmas=3D3D20
> >>> =20
deal.</DIV><BR& am p;gt;><DIV><FONT=20
=3D3D
> =

>>>face=3D3D3D3DArial=3D3D20
> =20
>>> size=3D3D3D3D2>>=20
</DIV><
<<DIV&am p><FONT =3D3D
> =20
>>>face=3D3D3D3DArial=3D3D20
> >>> =

=3D3D
> =20
=
>>>size=3D3D3D3D2><Anyone?< ;/FONT></DIV><
<=<<DIV><<FONT=3D3D
> =20
>>>=3D3D20
> >>> =20
size=3D3D3D3D2><
<
<I choose Polesoft Lockspam to =
fight=20
=3D3D
> >>><spam,=3D3D20
> =
>>> =20
=3D3D
> =20
=
>>>=3D3D3D<
<<and =3D3D3D20<
<<you?<
<=<<A=3D3D3D20<
<<href=3D3D3D3D"<<A=3D3D20
> =20
>>> =3D3D
> =20
=
=3D
><<<href=3D3D3D'http://www.polesoft.com/refer.html'>=<<http://www.polesoft.com/=3D
><refer=3D3D
> =20
=
=3D
><<<<'<<http://www.polesoft.com/refer.html'><http://= <<www.polesoft.com/refer<<A=3D
><=3D3D
>< =20
=
>>><=3D3D3D<
<<am p><<.html<<A<=3D3D20
> =
=20
>>> =3D3D
>< =20
=
>>><<</DIV&am p><</BODY><</HTML><<BR&am p><=<
<<
<< /=3D3D
> =20
>>><<BLOCKQUOTE><</BODY& gt;<</HTML><<
> =20
>>><<
> >>><<
> =20
>>>=3D20
> >>
> =20
>
>
>
><<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =
4.0=20
Transitional//EN"<
><<HTML<<HEAD<<
><<META=20
http-equiv=3D3DContent-Type content=3D3D"text/html";=20
=3D
><charset=3D3Diso-8859-1"<
><<META =
content=3D3D"MSHTML=20
6.00.2800.1400"<<=20
=
name=3D3DGENERATOR<
><<STYLE<</STYLE<<
><</HEA=
D<
><<BODY=20
bgColor=3D3D#ffffff<
><<DIV<<FONT face=3D3DArial =
size=3D3D2<<Hey=20
Rod,<<</DIV<
><<DIV<<FONT =

face=3D3DArial=20

size=3D3D2>What are settings to use in 3.3 wrapper
=3D
>so =
l=20

Subject: Re: Crackling on disk Bounce

Posted by [Mike Audet](#) on Thu, 25 Oct 2007 10:48:04 GMT

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TYLE>

> > >>> ></HEAD>

> > >>> ><BODY bgColor=3D3D3D3D#ffffff>

> > >>> ><DIV>I have to assume
=

>it =3D

> >works =3D3D3D

> > >>> >and sounds=3D3D3D20

> > >>> >good. Anyone</DIV>

> > >>> ><DIV>tried it with =
>Paris =3D

> >yet? I know

> > >=3D3D

> > >>>=3D3D3D

> > >>> >Rod said=3D3D3D20

> > >>> >that</DIV>

> > >>> ><DIV>4.7 and up won't
=

>render

> =3D

> >stereo

> > =3D3D

> > >>>with =3D3D3D

> > >>> >plugins=3D3D3D20

> > >>> >anymore.</DIV>

> > >>> ><DIV> </DIV>

> > >>> ><DIV>I really want =

>that =3D

> >thing!!! \$50

> > >=3D3D

> > >>>=3D3D3D

> > >>> >off too with=3D3D3D20

> > >>> >their Christmas deal.</DIV>

> > >>> ><DIV> </DIV>

> > >>> ><DIV><FONT face=3D3D3D3DArial =

>size=3D3D3D3D2>Anyone?</DIV>

> > >>> ><DIV>

I choose Polesoft Lockspam
=

>to =3D

```

> >fight =3D3D
> > >>>spam, =3D3D3D
> > >>> >and=3D3D3D20
> > >>> >you?<BR><A=3D3D3D20
> > >>> =3D3D
> > =3D
> =
>>>>>>href=3D3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
>t.c=3D
> >om/re=3D3D
> > >>>fer=3D3D3D
> > >>> >.html</A> </FONT></DIV></BODY></HTML>
> > >>> >
> > >>> >
> > >>>
> > >>>
> > >>><!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>I think I'll to a fresh
=
>clone
> =3D
> >before
> > =3D3D
> > >>>anything crazy=3D3D20
> > >>>happens!</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I might just try it to
=
>=3D3D
> > >>>see.</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> IV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Is it just you and me =
>with =3D
> >Paris and
> > a
> > >> =3D3D
> > >>>UAD these=3D3D20
> > >>>days?</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Sheesh it's gettin' =

```

```

>lonely =3D
> >around these
> > >> =3D3D
> > >>>
> > >>>parts.</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > >>><DIV> </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.c=
>om<=3D
> >/A>&g=3D3D
> > >>>t;=3D3D20
> > >>> wrote in message <A=3D3D20
> > >>> =3D
> =
>>href=3D3D3D"news:47619bf0$1@linux">news:47619bf0$1@linux</A>...</DIV><BR=
>>I
> > >> =3D3D
> > >>>havn't=3D3D20
> > >>> tried the demo yet. For some reason the timed demo's don't =
>work =3D
> >=3D3D
> > >>>on<BR>my=3D3D20
> > >>> system. I just buy it...except last time I got burned by the =
>=3D
> >no=3D3D20
> > >>> render<BR>bug...so I don't know what I'll do this =3D
> >time.<BR>Rod<BR>"Tom
> > >> =3D3D
> > >>>Bruhl"=3D3D20
> > >>> <<A =3D
> >href=3D3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =
>=3D3D
> > >>>
> > >>> wrote:<BR>><BR>><BR>>I have to assume it works and sounds =
>=3D3D
> > >>>good. =3D3D20

```

> > >>> Anyone
>tried it with Paris yet? I know Rod said =3D3D
> > >>>that
>4.7=3D3D20
> &
