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Subject: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*

Posted by [mike audet\[1\]](#) on Tue, 16 Oct 2007 12:04:07 GMT

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It;BR>&gt;=3D3D<BR>&gt;&nbsp; =

&gt;number,=20

it=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; had the Helios, but not the=20

Neve&lt;BR&gt;88)and the crackles went =

away,<BR>=3D<BR>&gt;&gt;so<BR>&gt;&nbsp; =20

=3D3D<BR>&gt;&nbsp; &gt;l=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; thought it =  
was a=20

software rev that Paris&lt;BR&gt;didn't like, but just =3D<BR>&gt;to=20

=3D3D<BR>&gt;&nbsp; &gt;be sure l=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; =

reloaded the new=20

version of the UAD software&lt;BR&gt;(the one with the=20

=3D<BR>&gt;Neve<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; =  
&gt;&a

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*

Posted by [Terry T](#) on Tue, 16 Oct 2007 13:01:30 GMT

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mp;&nbsp;=20

88) and it still didn't crackle. At that point I&lt;BR&gt;thought it=20

=3D3D<BR>&gt;&nbsp; &gt;might be=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; =

something else=20

altogether and since I am in the middle&lt;BR&gt;of a=20

=3D<BR>&gt;mixing<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; =

&gt;project=3D3D20<BR>&gt;&nbsp; =20

&gt;&nbsp; that I'm using the Neve 88 plug on a lot (love what=20

it&lt;BR&gt;does) I =3D<BR>&gt;just<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; =20

&gt;went=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; for it, listening closely to =

bounces. l=20

actually did 2&lt;BR&gt;bounces =3D<BR>&gt;of =3D3D<BR>&gt;&nbsp; =

&gt;every=20

mix=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; and listened back to both at the =

same time,=20

out of phase&lt;BR&gt;with =3D<BR>&gt;each<BR>&gt;&nbsp; =

=3D3D<BR>&gt;&nbsp; =20

&gt;other,=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; to hear the difference, =

s

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*

Posted by [Aaron Allen](#) on Tue, 16 Oct 2007 13:14:11 GMT

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ince the=20  
crackles appeared to =3D<BR>&gt;be<BR>&gt;random.)<BR>&gt;&nbsp;=20  
=3D3D<BR>&gt;&nbsp; &gt;There=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; were =  
maybe 1 or 2=20  
crackles per song on a couple songs, and<BR>&gt;no=20  
=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;crackles on=3D3D20<BR>&gt;&nbsp; =  
&gt;&nbsp; the=20  
other 3 (that I've done so far). I'm wondering now if<BR>&gt;it=20  
is<BR>=3D<BR>&gt;a =3D3D<BR>&gt;&nbsp; &gt;UAD =  
rev=3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
problem that only shows up after some wear and tear on=20  
the<BR>&gt;sys.<BR>=3D<BR>&gt;I'm<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp;=20  
&gt;going=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; to re-ghost and re-load the=20  
<BR>&gt;UAD software (Neve 88 ver) =3D<BR>&gt;tommorrow =  
=3D3D<BR>&gt;&nbsp;=20  
&gt;and see=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; what =  
happens.<BR>&gt;Just to=20  
reiterate...when I did a spdif bounce, =3D<BR>&gt;even =  
=3D3D<BR>&gt;&am

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [Don Nafe](#) on Tue, 16 Oct 2007 13:44:56 GMT  
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ackles=20  
=3D<BR>&gt;(random,<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; =  
&gt;I=3D3D20<BR>&gt;&nbsp;=20  
&gt;&nbsp; bounced twice and listend to both mixes out of =  
phase,<BR>&gt;set=20  
=3D<BR>&gt;markers =3D3D<BR>&gt;&nbsp; &gt;at the=3D3D20<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
crackles, and verified by listening one at a time) This<BR>&gt;also=20  
=3D<BR>&gt;leads<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &gt;me =  
to=3D3D20<BR>&gt;&nbsp;=20  
&gt;&nbsp; believe it's some sort of ppj corruption brought on by=20  
the<BR>&gt;UAD =3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;stuff, =  
only=3D3D20<BR>&gt;&nbsp;=20  
&gt;&nbsp; it happens over time, but I haven't been able to=20  
verify=3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
this<BR>&gt;yet.<BR>&gt;&gt;<BR>&gt;7.) Have you tried =  
physically=20  
swapping =3D3D<BR>&gt;&nbsp; &gt;your left=3D3D20<BR>&gt;&nbsp; =  
&gt;&nbsp; speaker=20  
with<BR>&gt;&gt;your right speaker?<BR>&gt;

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [Dimitrios](#) on Tue, 16 Oct 2007 17:48:36 GMT  
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>> >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  
&

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [Robert](#) on Tue, 16 Oct 2007 18:40:40 GMT  
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>>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

>> from the Mec into a GFA<BR>=3D<BR>>power<BR>>

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*

Posted by [mike audet\[1\]](#) on Tue, 16 Oct 2007 19:03:58 GMT

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>>Crackles exist=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

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [Jamie K](#) on Tue, 16 Oct 2007 19:13:32 GMT  
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>>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 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  
>> FRE

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [Carl Amburn](#) on Tue, 16 Oct 2007 19:29:49 GMT  
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AKIN 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

>>abouat half=20

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

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

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Tue, 16 Oct 2007 19:38:36 GMT  
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```
gt;<FONT =
>>
>> face=3D3DArial size=3D3D2>power supply. Not in that =
>>=3D<BR>>order.=20
>> Start=3D20<BR>>with </FONT><FONT face=3D3DArial =
>>size=3D3D2>the=20
>> cheapest fixes=20
>> =3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>Maybe you were right way back with=20
>> the<BR>=3D<BR>>bad=20
>> =
>>UAD=3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=
>>t;FONT=20
>> face=3D3DArial size=3D3D2></FONT> =
>></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>Still kickin' Paris=20
>> =3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =
>>
>> face=3D3DArial=20
>> size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2></FONT>=20
>> =
>></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =
>>0px;=20
>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 =
>>2px solid;=20

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

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

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

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

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [Tom Bruhl](#) on Tue, 16 Oct 2007 22:26:50 GMT  
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>>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  
  
>>accidently=20  
>> unplugged something<BR>>>>>while doing it, and had =  
>>=3D<BR>>>to=20

```
>> =
>>=3D<BR>>it.<BR>ERRRRRRRRRRRRRRRRRRRR!<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>
>>
>>
>The UAD version with the Helios (pre Neve 88) seems to be OK...unless I'm
missing something. I've been bouncing every mix twice (not 3 times yet)
and till this past weekend that has worked, it got too bad for the on Sat.
When I did a spdif bounce however, there were no crackles. I know, your saying,
just do spdif bounces. I can do that, but it's a huge hassle as I'm set up
to monitor thru my spdif into the DAC-1 and the way my gear is setup I have
to break both my neck and arms and pull a Houdini to get to it. When I did
it for a test this weekend, I accidentally unplugged a cable somewhere in the
mess and it took about 3 hr to get everything taken apart and put back together
to fix it.
Rod
```

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

```
>
>
>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@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 =3D  
 > > >Crackles  
 > > > >  
 > > > Bounce with no plugs...this does produce a crackle free bounce.  
 =  
 >I =3D  
 > >=3D3D  
 > > >tried this  
 > > > the first time it happened a couple weeks ago, and thought I had  
 =  
 >it  
 > =3D  
 > >=3D3D  
 > > >narrowed  
 > > > down to the UAD plugs. I re-ghosted to a sys version that had an  
 =  
 >=3D  
 > >=3D3D  
 > > >earlier  
 > > > UAD install (can't remember the number, it had the Helios, but =  
 > > >not  
 > > >=3D  
 > > >the  
 > > >=3D3D  
 > > >Neve  
 > > > 88)and the crackles went away, so I thought it was a software =  
 > > >rev =3D  
 > > >that

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

> > > if  
> > > it is a UAD rev problem that only shows up after some wear and =  
>tear  
> =3D  
> >on  
> > =3D3D  
> > >the  
> > > sys. I'm going to re-ghost and re-load the=3D3D20  
> > > UAD software (Neve 88 ver) tommorrow and see what happens.  
> > > Ju

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [Paul Braun](#) on Wed, 17 Oct 2007 00:27:28 GMT  
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udy 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

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [Kim W](#) on Wed, 17 Oct 2007 00:43:21 GMT  
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)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 exist on the left channel on both sets of =  
>speakers.  
> > > >  
> > > >6.) What happens when you open up an older project that you  
> > > >DIDN'T have this problem on...? If you do a bounce with that,  
> > > >does it sound as it did before, or does it now have the  
> > > >crackles in it?  
> > >  
> > > Not nearly as bad...No study diet of rice crispies, but there =  
>were  
> =3D  
> >a =3D3D  
> > >couple  
> > > of crackles (random, I bounced twice and listened to both mixes =  
>out

---

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [Carl Amburn](#) on Wed, 17 Oct 2007 01:09:51 GMT  
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---

/>  
> =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.  
> > > >&g

---

---

Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Wed, 17 Oct 2007 01:45:46 GMT  
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---

t;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.  
> > > ERRRRRRRRRRRRRRRRRRRRRR!  
> > > >>>Rod  
> > > >>  
> > > >  
> > >  
> > >  
> > >  
> > >  
> > >I cho

---

Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Wed, 17 Oct 2007 01:48:44 GMT  
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---

ose 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@l.com">OIU@l.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 82

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [excelav](#) on Wed, 17 Oct 2007 02:01:47 GMT  
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---

br />  
> > > re-patched and did a spdif bounce and that seemed=3D3D20  
> > > to<BR>>cure<BR>>>it. I haven't tried it yet with bounce to =3D3D  
> > >disk to=3D3D20  
> > > verify that the crackling<BR>>>comes back, but I bet it =3D3D  
> > >will. I=3D3D20  
> > > wonder what could be causing this? =3D3D  
> > >The<BR>>>last<BR>>>time I=3D3D20  
> > > did a fresh install of my system (via ghost) and it seemed =  
>to=3D3D20  
> > > get<BR>>>>rid of it, for a while. I'm going to try a bounce =  
>=3D3D  
> > >to disk=3D3D20  
> > > and see if the<BR>>>>crackles return.<BR>>>>The way =3D3D

```

> > >my=3D3D20
> > > system is set up, because of space limitations, and the=3D3D20
> > > fact<BR>>>that<BR>>>>I have to have my drums basically =3D3D
> > >in the=3D3D20
> > > mix position (facing the other<BR>>>way)<BR>>>>makes it =3D3D
> > >A=3D3D20
> > > FREAKIN PITA to crawl behind the gear and unplug the=3D3D20
> > > spdif<BR>cable<BR>>>>going to the DAC-1 and re-patch a cable =
>=3D3D
> > >loop. I=3D3D20
> > > accidentally unplugged something<BR>>>>while doing it, and had =
>=3D3D
> > >to rip=3D3D20
> > > about half the system out to find=3D3D20
> > > =3D3D
> > >it.<BR>ERRRRRRRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>>><BR>><BR></BLO=3D3D
> > >CKQUOTE>
> > ><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to =
>fight =3D
> >spam, =3D3D
> > >and=3D3D20
> > >you?<BR><A=3D3D20
> > >=3D
> > =
>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com=
>/re=3D
> >fer=3D3D
> > >.html</A> </FONT></DIV></BODY></HTML>
> > >
> > >
> > >
> > >
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> ><HTML><HEAD>
> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
> >charset=3D3Diso-8859-1">
> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D3D#ffffff>
> ><DIV><FONT face=3D3DArial size=3D3D2>Okay Rod,</FONT></DIV>

```

---

Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*

Posted by [mike audet\[1\]](#) on Wed, 17 Oct 2007 02:05:28 GMT

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---

```

> ><DIV>
> ><DIV><FONT face="Comic Sans MS" color="#800000" size=2>How
=
>about one
> =
> >track with=20
> >the UAD plugs</FONT></DIV>
> ><DIV><FONT face="Comic Sans MS" color="#800000" size=2>that
=
>has a =
> >few rough spots=20
> >that are amplified</FONT></DIV>
> ><DIV><FONT face="Comic Sans MS" color="#800000" size=2>by =
>the plugin
> =
> >
> >set?</FONT></DIV>
> ><DIV><FONT face="Comic Sans MS" color="#800000" =
> >size=2></FONT> </DIV>
> ><DIV><FONT face="Comic Sans MS" color="#800000" size=2>Mute
=
>one =
> >track at a time to=20
> >find it. PITA for sure.</FONT></DIV>
> ><DIV><FONT face="Comic Sans MS" color="#800000" =
> >size=2>???</FONT></DIV>
> ><DIV><FONT face="Comic Sans MS" color="#800000" =
> >size=2>Tom</FONT></DIV></DIV>
> ><BLOCKQUOTE=20
> >style="padding-right: 0px; padding-left: 5px; margin-left: 5px; =
>=
> >border-left: #000000 2px solid; margin-right: 0px">
> > <DIV>"Rod Lincoln" <A=20
> > =
> =
>>href="mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>&g=
> >t;=20
> > wrote in message <A=20
> > =
>href="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=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>=3D20  
> > wrote:<BR>><BR>><BR>>Hey Rod,<BR>>Do the crackles repeat=3D20  
> > themselves in exactly the same places<BR>>on play back? If =3D  
> >not, I'd=3D20  
> > look at hardware. Do they show up<BR>>in the waveform or are =3D  
> >they to=3D20  
> > low in level? =3D3D20<BR>><BR>>If you suspect hardware I'd think =  
> >=3D  
> >CPU, fan=3D20  
> > (make it cold!) or<BR>>power supply. Not in that order. =3D  
> >Start=3D20  
> > with the cheapest fixes first.<BR>>Maybe you were right way back =  
> >=3D  
> >with the=3D20  
> > bad UAD assumption?<BR>><BR>>Still kickin' Paris=3D20  
> > around,<BR>>Tom<BR>><BR>> "Rod Lincoln" <<A=3D20  
> > =3D  
> =  
>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com&

Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [excelav](#) on Wed, 17 Oct 2007 02:13:20 GMT  
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>> <mailto:neilcoln@nosspam.kc.rr.com>=3D  
 >> &g=3D  
 > >t;=3D20  
 > > wrote in message =3D  
 > >=3D3D<BR>>news:472e82a3\$1@linux...<BR>><BR>> Neil,=3D20  
 > > thanks for your response. see my answers interleaved =3D  
 > >below<BR>> =3D20  
 > > Rod<BR>> "Neil" <A =3D  
 > >href=3D3D"mailto:OIU@l.com">OIU@l.com</A>=3D20  
 > > wrote:<BR>> ><BR>> >This is weird... have you =3D  
 > >tried=3D20  
 > > any of the following:<BR>> ><BR>> >1.) pan =3D  
 > >everything=3D20  
 > > 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>> =3D  
 > >Everything=3D20  
 > > Panned Ctr still Crackles<BR>> ><BR>> >2.) =3D  
 > >removing=3D20  
 > > ALL plugins & EFX, and bouncing dry/clean like<BR>> =3D  
 > >>that,=3D20  
 > > with everything panned as you normally would for this<BR>> =3D  
 > >>mix?=3D20

> > This includes anything inserted across the =3D  
 > > 2-buss.<BR>><BR>> =3D20  
 > > Bounce with No FX (Auxes, both internal and external) still=3D20  
 > > Crackles<BR>><BR>> Bounce with no plugs...this does =3D  
 > > produce a=3D20  
 > > crackle free bounce. I =3D3D<BR>>tried this<BR>> the first =3D  
 > > time it=3D20  
 > > happened a couple weeks ago, and thought I had it =3D20  
 > > =3D3D<BR>>narrowed<BR>> down to the UAD plugs. I re-ghosted =3D  
 > > to a sys=3D20  
 > > version that had an =3D3D<BR>>earlier<BR>> UAD install =3D  
 > > (can't remember=3D20  
 > > the number, it had the Helios, but not =3D  
 > > the<BR>=3D3D<BR>>Neve<BR>> =3D20  
 > > 88)and the crackles went away, so I thought it was a software =  
 > > rev=3D20  
 > > that<BR>=3D3D<BR>>Paris<BR>> didn't like, but just to be =3D  
 > > sure I=3D20  
 > > reloaded the new version of the =3D  
 > > UAD<BR>=3D3D<BR>>software<BR>> (the=3D20  
 > > one with the Neve 88) and it still didn't crackle. At that=3D20  
 > > point<BR>=3D3D<BR>>I<BR>> thought it might be something else =3D  
 > >  
 > > altogether and since I am in the =3D3D<BR>>middle<BR>> of a =3D  
 > > mixing=3D20  
 > > project that I'm using the Neve 88 plug on a lot (love =  
 > > =3D3D<BR>>what =3D  
 > >  
 > > it<BR>> does) I just went for it, listening closely to =3D  
 > > bounces. I=3D20  
 > > actually did<BR>=3D3D<BR>>2<BR>> bounces of every mix and =3D  
 > > listened=3D20  
 > > back to both at the same time, out =3D3D<BR>>of phase<BR>> =3D  
 > > with each=3D20  
 > > other, to hear the difference, since the crackles appeared =3D  
 > > =3D3D<BR>>to=3D20  
 > > be<BR>> random.) There were maybe 1 or 2 crackles per song on =3D  
 > > a=3D20  
 > > couple songs,<BR>=3D3D<BR>>and<BR>> no crackles on the other =3D  
 > > 3 (that=3D20  
 > > I've done so far). I'm wondering now<BR>=3D3D<BR>>if<BR>> it =3D  
 > > is a UAD=3D20  
 > > rev problem that only shows up after some wear and tear=3D20  
 > > on<BR>=3D3D<BR>>the<BR>> sys. I'm going to re-ghost and =3D  
 > > re-load=3D20  
 > > the=3D3D20<BR>> UAD software (Neve 88 ver) tommorrow and see =3D  
 > > what=3D20  
 > > happens.<BR>> Just to reiterate...when I did a spdif bounce, =3D

> >even=3D20

---

Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*

Posted by [mike audet\[1\]](#) on Wed, 17 Oct 2007 02:21:02 GMT

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---

> > with my system as<BR>=3D3D<BR>>it<BR>> is tonight, there are =3D  
> >no=3D20  
> > crackles. That's wierd. Also the crackles =3D  
> >=3D3D<BR>>never<BR>> show=3D20  
> > till listening to the bounced file.<BR>> ><BR>> =3D  
> >>3.)=3D20  
> > can you determine where the crackle rears it's ugly =3D  
> >head?<BR>> =3D20  
> > >IOW, is it constant, more or less, or is it intermittent? =3D  
> >If<BR>> =3D20  
> > >it's intermittent, does it seem to coincide with any=3D20  
> > particular<BR>> >instrument or track? For example, could =3D  
> >it be a=3D20  
> > particular<BR>> >plugin on the - let's say - cowbell =3D  
> >track, which=3D20  
> > occurs though<BR>> >most of the song, but not on the =3D  
> >(confounded)=3D20  
> > bridge?<BR>><BR>> totally random...not in anyway =3D  
> >associated with a=3D20  
> > particular =3D3D<BR>>instrument. Fairly<BR>> study though, =3D  
> >like a bowl=3D20  
> > of rice crispies.<BR>> ><BR>> >4.) =3D  
> >mute/disconnect the=3D20  
> > right channel when listening back to<BR>> >the =3D  
> >crackle-infested=3D20  
> > bounce to see if there's any pattern that=3D3D20<BR>> >might =3D  
> >apply to=3D20  
> > (3) above?<BR>><BR>> none<BR>> ><BR>> =3D  
> >>5.)=3D20  
> > Is the crackle happening on ALL systems? IOW, have you<BR>> =3D20  
> > >burned a CD of the bounced tracks & played it back on a=3D20  
> > home<BR>> >stereo, in your car, on headphones, etc? Is it =3D  
> >possible=3D20  
> > that<BR>> >for some odd reason the crackle is due to =3D  
> >something in=3D20  
> > your<BR>> >monitoring setup that isn't showing up on =3D  
> >regular=3D20  
> > playback, but<BR>> >might be showing up on a rendered=3D20  
> > file?<BR>> This first came to my attention after I burned a =3D  
> >CD of=3D20

> > test mixes for<BR>=3D3D<BR>>the<BR>> client and he called me =3D  
 > >after he=3D20  
 > > got home and listened on his system =3D3D<BR>>(this<BR>> was =3D  
 > >an audio=3D20  
 > > CD)so I would say it happens on all systems...but I =  
 >=3D3D<BR>>havn't=3D20  
 > > burnt<BR>> another CD yet.<BR>> It does happen on my =3D  
 > >NS 10's=3D20  
 > > as well as my Mackie 824's. The 824's =3D3D<BR>>are =3D  
 > >hooked<BR>> =3D20  
 > > up thru the spdif out of the mec to a DAC-1 to a PVC passive =  
 >volume=3D20  
 > > =3D3D<BR>>control.<BR>> The NS 10's are hooked up thru 2 =3D  
 > >analogue outs=3D20  
 > > from the Mec into a GFA<BR>=3D3D<BR>>power<BR>> amp. =3D  
 > >Crackles exist=3D20  
 > > on the left channel on both sets of speakers.<BR>> =3D  
 > >><BR>> =3D20  
 > > >6.) What happens when you open up an older project that =3D  
 > >you<BR>> =3D20  
 > > >DIDN'T have this problem on...? If you do a bounce with=3D20  
 > > that,<BR>> >does it sound as it did before, or does it now =3D  
 > >have=3D20  
 > > the<BR>> >crackles in it?<BR>><BR>> Not nearly =3D  
 > >as=3D20  
 > > bad...No study diet of rice crispies, but there were a=3D20  
 > > =3D3D<BR>>couple<BR>> of crackles (random, I bounced twice =3D  
 > >and listend=3D20  
 > > to both mixes out of<BR>=3D3D<BR>>phase,<BR>> set markers at =3D  
 > >the=3D20  
 > > crackles, and verified by listening one at a=3D20  
 > > time)<BR>=3D3D<BR>>This<BR>> also leads me to believe it's =3D  
 > >some sort=3D20  
 > > of ppj corruption brought on =3D3D<BR>>by the<BR>> UAD =3D  
 > >stuff, only it=3D20  
 > > happens over time, but I haven't been able to =3D3D<BR>>verify=3D20  
 > > this<BR>> yet.<BR>> ><BR>> >7.) Have =3D  
 > >you=3D20  
 > > tried physically swapping your left speaker with<BR>> =3D  
 > >>your right=3D20  
 > > speaker?<BR>> swapping speakers make no difference, swapping =3D  
 > >the=3D20  
 > > cables leading to =3D3D<BR>>the<BR>> speakers makes it =3D  
 > >happen in the=3D20  
 > > right speaker.<BR>> ><BR>> >Just trying to =3D  
 > >think of=3D20  
 > > things to try & narrow it down b

Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*

Posted by [rick](#) on Wed, 17 Oct 2007 09:55:14 GMT

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> each<BR>=3D3D<BR>>other,=3D3D20<BR>> to hear the difference, =3D  
> >since the=3D20  
> > crackles appeared to =3D  
> >be<BR>random.)<BR>=3D3D<BR>>There=3D3D20<BR>> =3D20  
> > were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =  
>=3D  
> >  
> > =3D3D<BR>>crackles on=3D3D20<BR>> the other 3 (that I've done =3D  
> >so far). I'm=3D20  
> > wondering now if<BR>it is a =3D3D<BR>>UAD =3D  
> >rev=3D3D20<BR>> problem=3D20  
> > that only shows up after some wear and tear on the<BR>sys.=3D20  
> > I'm<BR>=3D3D<BR>>going=3D3D20<BR>> to re-ghost and re-load the =3D  
> >  
> > <BR>UAD software (Neve 88 ver) tommorrow =3D3D<BR>>and=3D20  
> > see=3D3D20<BR>> what happens.<BR>Just to reiterate...when =3D  
> >I did a=3D20  
> > spdif bounce, even =3D3D<BR>>with my=3D3D20<BR>> system as =3D  
> >it<BR>is=3D20  
> > tonight, there are no crackles. That's

---

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*

Posted by [Ted Gerber](#) on Wed, 17 Oct 2007 16:53:16 GMT

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---

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?  
>>> &

---

---

Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Wed, 17 Oct 2007 18:03:06 GMT  
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---

of any song or songs that it's  
>>> > >doing this on? If so, send it to: neil DOT henderson AT  
>>> > >sbglobal DOT net I'd be curious as to what it sounds like.  
>>> >  
>>> > will Do  
>>> > >  
>>> > >Neil  
>>> > >  
>>> > >  
>>> > >"Rod Lincoln" <[rlincoln@nospam.kc.rr.com](mailto: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 havn't tried it yet with bounce to disk to verify that the  
 >>=  
 >>>=3D  
 >>> >crackling  
 >>> > >>>comes back, but I bet it will. I wonder what could be causing  
 =  
 >>>this?  
 >>> =3D  
 >>> >The  
 >>> > >>last  
 >>> > >>>time I did a fresh install of my system (via ghost) and it =  
 >>>seemed =3D  
 >>> >to get  
 >>> > >>>rid of it, for a while. I'm going to try a bounce to disk and  
 =  
 >>>see =3D  
 >>> >if the  
 >>> > >>>crackles return.  
 >>> > >>>The way my system is set up, because of space limitations, and  
 >=  
 >>>the  
 >>> =3D  
 >>> >fact  
 >>> > >>that  
 >>> > >>>I have to have my drums basically in the mix position (facing  
 =  
 >>>the =3D  
 >>> >other  
 >>> > >>way)  
 >>> > >>>makes it A FREAKIN PITA to crawl behind the gear and unplug the  
 >>=  
 >>>=3D  
 >>> >spdif  
 >>> > cable  
 >>> > >>>going to the DAC-1 and re-patch a cable loop. I accidently =3D  
 >>> >unplugged something  
 >>> > >>>while doing it, and had to rip about half the system out to =  
 >>>find =3D  
 >>> >it.

```

>>> > ERRRRRRRRRRRRRRRRRRRR!
>>> > >>>Rod
>>> > >>
>>> > >
>>> >
>>> >
>>> >
>>> >I choose Polesoft Lockspam to fight spam, and you?
>>> >http://www.polesoft.com/refer.html =20
>>> >
>>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>> ><HTML><HEAD>
>>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>>> >charset=3D3Diso-8859-1">
>>> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>> ><STYLE></STYLE>
>>> ></HEAD>
>>> ><BODY bgColor=3D3D#ffffff>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>Hey Rod,</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>Do the crackles repeat =
>>>>themselves in =3D
>>> >exactly the=3D20
>>> >same places</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>on play back? If not, I'd look
>>> >=
>>>>at =3D
>>> >
>>> >hardware. Do they show up</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>in the waveform or are they to
>>> >=
>>>>low in =3D
>>> >level? =3D20
>>> ></FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>If you suspect hardware I'd =
>>>>think CPU,
>>> >=3D
>>> ></FONT><FONT=3D20
>>> >face=3D3DArial size=3D3D2>fan (make it cold!) or</FONT></DIV>
>>> ><DIV>&gt;

```

---

Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
 Posted by [Mike Mullin](#) on Thu, 18 Oct 2007 16:34:17 GMT  
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---

```

;>> >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 aboutat 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>

```

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>>>> ><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=
><BR>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@l.com">OIU@l.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.&

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [Frazer Horton](#) on Thu, 18 Oct 2007 17:02:59 GMT  
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t; =3D  
>>>><BR>> =3D20  
>>>> >6.) What happens when you open up an older project that =3D  
>>>>you<BR>> =3D20  
>>>> >DIDN'T have this problem on...? If you do a bounce with=3D20  
>>>> that,<BR>> >does it sound as it did before, or does it now =3D  
>>>>have=3D20  
>>>> the<BR>> >crackles in it?<BR>><BR>> Not nearly =3D  
>>>>as=3D20  
>>>> bad...No study diet of rice crispies, but there were a=3D20  
>>>> =3D3D<BR>>couple<BR>> of crackles (random, I bounced twice =3D  
>>>>and listend=3D20  
>>>> to both mixes out of<BR>=3D3D<BR>>phase,<BR>> set markers at =3D  
>>>>the=3D20  
>>>> crackles, and verified by listening one at a=3D20  
>>>> time)<BR>=3D3D<BR>>This<BR>> also leads me to believe it's =3D  
>>>>some sort=3D20  
>>>> of ppj corruption brought on =3D3D<BR>>by the<BR>> UAD =3D  
>>>>stuff, only it=3D20  
>>>> happens over time, but I haven't been able to =  
=3D3D<BR>>verify=3D20  
>>>> this<BR>> yet.&lt;

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Subject: Re: \*\*\*\*\*The DeEsser1.0 Released\*\*\*\*\*  
Posted by [mike audet\[1\]](#) on Thu, 18 Oct 2007 21:19:28 GMT  
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ixes 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 exisist<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  
>>

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