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<div><font face="Arial" size="2">My chainsaw has been bogging down =  
after it's  
been running for 15 minutes. Any idea about =  
that?</font></div>  
<div><font face="Arial" size="2">Tom</font></div>  
<div><font face="Arial" size="2"></font> </div>  
<div><font face="Arial" size="2">Yup. Check the carb screws =  
connecting it to  
the block, those like to rattle loose. Once the engine is hot, =  
metal and  
gaskets change size and gaps get bigger.</font></div>  
<div><font face="Arial" size="2"></font> </div>  
<div><font face="Arial" size="2">:</font>)</div>

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Subject: Re: Ron Paul Video  
Posted by [DJ](#) on Fri, 12 Oct 2007 16:27:21 GMT  
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<blockquote dir="ltr" style="padding-right: 0px; padding-left: 5px; margin-left: 5px; border-left: 1px solid black; margin-right: 0px;">  
<div>"Aar

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Subject: Re: Ron Paul Video  
Posted by [John \[1\]](#) on Fri, 12 Oct 2007 16:36:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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on Allen" &

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Subject: Re: Ron Paul Video  
Posted by [John \[1\]](#) on Fri, 12 Oct 2007 16:36:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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It; <A=20  
=  
href=3

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Subject: Re: Ron Paul Video  
Posted by [John \[1\]](#) on Fri, 12 Oct 2007 16:43:37 GMT  
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D"mailto:know-spam@not\_here.dude">

---

Subject: Re: Ron Paul Video  
Posted by [DJ](#) on Fri, 12 Oct 2007 16:54:32 GMT  
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;linux</A>...</DIV>  
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have a=20  
bad/corrupt set of files to me. Did you try another=20  
installer?</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Also, if you still have =  
2.1 or 2.2,=20  
have you tried that as well?</FONT></D

---

Subject: Re: Ron Paul Video  
Posted by [dc\[3\]](#) on Fri, 12 Oct 2007 17:00:52 GMT  
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wrote in message <A=20  
=  
href=3D"news:4720412a@linux">news:4720412a&#64

---

Subject: Re: Ron Paul Video  
Posted by [John \[1\]](#) on Fri, 12 Oct 2007 17:23:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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=  
href=3D&q

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Subject: Re: Ron Paul Video  
Posted by [John \[1\]](#) on Fri, 12 Oct 2007 17:24:31 GMT

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uot;mailto:arpegio@comcast.net

---

**Subject: Re: Ron Paul Video**  
Posted by [DJ](#) on Fri, 12 Oct 2007 17:28:34 GMT

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wXRGW3Dhc8j8apVe5nPCRknY6AIFIBJJ  
9anIUakfLnuayk1APLsO5ZR0JHBq/HMpGSSAePxrRO+p57oOJNG7AfMTwM5F  
BVXIMnGexpyKWA2jPuKc0B3Doc8Um7WBU0RmNQjcZI7d8V8y/H/wvDd/F+3Q  
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---

**Subject: Re: Ron Paul Video**  
Posted by [dc\[3\]](#) on Fri, 12 Oct 2007 17:32:29 GMT

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QSyRI+4BmX5ST0+YiuatJtJVFdH0OWO8moO  
5434a8S33gnxBb6xpUqi+t2yPNTchU9Qw78V63rX7T+p69bQSrBJBfxk7kLC  
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pW7IWHzE84OKxYbcKG4Ocafr2pEL

---

**Subject: Re: Ron Paul Video**  
Posted by [TCB](#) on Fri, 12 Oct 2007 17:50:26 GMT

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s6zZRQik0a

RbiGPjAVgGwPbOR+FXrzWzqtmkUPzu2Oo6V85isRKi+VH7HTw1LEwjWS0Z5D  
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fNUMwz2PvUrEOnrLY6qmUc0U4y1fc9KkgAUDOcdiMVZQiZxx14HSvLNN1zX  
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1rR+Ypz1PIArzz9oLTVvfhlrEyki400w6rDtxkPBIJP1Al/Gpr3xpf6oqJpM  
ZtwSBJI4DEn0Hb

---

Subject: Re: Ron Paul Video

Posted by [John \[1\]](#) on Fri, 12 Oct 2007 18:55:07 GMT

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il wrote:

> Bill L <

---

Subject: Re: Ron Paul Video

Posted by [DJ](#) on Fri, 12 Oct 2007 19:12:32 GMT

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---

"mailto:OIUOIU@OIU.com" target="\_blank">OIUOIU@OIU.com> wrote in message  
news:471d8a6e\$1@linux...

>>

>> 1.) My finger surgery is tommorrow, and although this is - as I  
>> am continuing to try to remember - a VERY minor thing in the  
>> grand scheme of my body & overall health, it's still traumatic  
>> mentally, because I don't know how much flesh I'll have left.  
>> Doc says that he thinks the location & extent of it makes me a

>> good candidate for that Mohs' surgery I mentioned before, but  
>> it's pretty deep - and he can't guarantee how it will heal/how  
>> much will reg

---

Subject: Re: Ron Paul Video

Posted by [steve the artguy](#) on Fri, 12 Oct 2007 20:41:46 GMT

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---

eory stipulates that even good things can happen in  
>> synchronization at times, but the album as a landmark, as a  
>> piece of literature, is dead. Perhaps we all realized it  
>> already, or perhaps we all were kind of waiting/hoping for the  
>> next earth-shaking/mind-blowing one. But I don't think it's  
>> ever going to happen again - not in the popular realm, anyway,  
>> and that's the sad par

---

Subject: Re: Ron Paul Video

Posted by [Bill L](#) on Fri, 12 Oct 2007 20:49:50 GMT

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r />

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: 7bit

I'm going over to visit a friend today running Reaper on a dual core. I  
very interested to see what sort of track counts he's getting. He'll be  
running VSTi's as well. Synth dude. He's been having some trouble getting  
it going on win2003, so this may be moot until he gets his OS situation  
squared off, but once there, I'll try and post some info from the trenches.

I'm pretty happy with my current setup, but I've been thinking about where  
to go next -- when "next" comes. I'm no coder so I don't "know" sh\*t, but,  
I get the impresson that Reaper is written from the ground up, rather than  
"new code on top of old code." When my buddy was running Reaper on his P4  
he mentioned that it was VERY stable.

Happy Sunday morning to EST'ers, enjoy your coffee...

MR

-----=\_NextPart\_000\_002E\_01C8193D.9464E9C0

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<META http-equiv=3DContent-Type conte

---

Subject: Re: Ron Paul Video

Posted by [TCB](#) on Fri, 12 Oct 2007 21:08:47 GMT

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charset=3Diso-8859-1">

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<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

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running=20

Reaper on a dual core.&nbsp; I very interested to see what sort&nbsp;of =  
track=20

counts he's getting.&nbsp; He'll be running VSTi's as well.&nbsp; Synth=20  
dude.&nbsp; He's been having some trouble getting it going on win2003, =  
so this=20

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I'll try=20

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<DIV><FONT face=3DArial size=3D2>&nbsp; I'm pretty happy with my current =  
setup, but=20

I've been thinking about where to go next -- when "next" comes.&nbsp; =  
I'm no=20

coder so I don't&nbsp;"know" sh\*t, but,&nbsp;I get the impresson that =  
Reaper=20

is&nbsp;

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Subject: Re: Ron Paul Video

Posted by [dc\[3\]](#) on Fri, 12 Oct 2007 21:20:55 GMT

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---

sically a room mic, and it worked flawlessly.

I believe the previous version had some issues, so if you don't have the latest version, definately update.

BTW, the Sonnox Oxford expander is awesome for this sort of thing.

Good Luck,  
Mike

"

---

Subject: Re: Ron Paul Video  
Posted by [dc\[3\]](#) on Fri, 12 Oct 2007 21:23:58 GMT  
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---

>

Neil" <OIU@OIU.cm> wrote:

>

>FWIW, have you tried compressing the hell out of the kick drum,  
>THEN inserting Drumagog after the compressor? Might help  
>D-Gog's detection if all

---

---

Subject: Re: Ron Paul Video  
Posted by [dc\[3\]](#) on Fri, 12 Oct 2007 22:09:14 GMT  
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---

proaudio.com" target="\_blank">chrisl@adkproaudio.com>  
www.adkproaudio.com <http://www.adkproaudio.com/>  
(859) 635-5762Just to dot the i here, I took all your sage advice, shopped like  
crazy, and finally ended up getting the following basic setup:

3 American DJ Par38 cans (\$25 ea. from GC);  
4 Wiedamark Par64 LED cans (\$1

---

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Subject: Re: Ron Paul Video  
Posted by [rick](#) on Fri, 12 Oct 2007 23:35:48 GMT  
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eemed to get to all

>at the same time (see, you knew I'd had to reference that one  
>again, huh? lol). Anyway, this is just my laymans' theory, but  
>it's obviously not something that happens every day to  
>everyone, so I think there's some validity to it.

>

>Being open to it, PLUS the effort applied, is what allows it to  
>happen.

>

>Neil

>

>

>"Kim" <hiddensounds@hotmail.com> wrote:

>>  
>>  
>>Yeh, I think we're on the same page. Your middle paragraph pretty much sounds  
>>like my experience of it. You express it as feeling like stuff flows from  
>>the universe and out through you, and hence you are a conduit for the flow  
>>from elsewhere. I currently tend to think that rather than "the universe"  
>>being the source, your subconscious, or moreso your sub-subconscious...  
>  
>>your "lizard brain" if you like, is

---

---

Subject: Re: Ron Paul Video  
Posted by [TCB](#) on Sat, 13 Oct 2007 15:13:24 GMT  
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ndows Vista on a 286-386. It does suck  
that  
>Apple drew the line where they did, summer 2001, but they have to draw the  
>line some where. Some Mac users would use old machines forever if they  
didn't.  
> I won't up grade until I have to; )  
>  
>"LaMont" <jjdpro@gmail.com> wrote:  
>>  
>>Please, that what's wrong with you Mac Only folks. PC guys/gals, understand  
>>that with a New OS update, you need more CPU/RAM juice.  
>>  
>>Mac guy/Gal still want to run Leopard of a Mac Quadra (LoL!!).. Yes, we  
>know  
>>how much you have invested \$\$\$..Let it go. Stay with the OS is was primed  
>>for..  
>>  
>>Get a n

---

---

Subject: Re: Ron Paul Video  
Posted by [dc\[3\]](#) on Sat, 13 Oct 2007 15:50:51 GMT  
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ew Mac. A Current Mac. They're great.  
>>  
>>  
>>"James McCloskey" <excelsm@hotmail.com> wrote:  
>>>  
>>>Come on LaMont, you don't know that to be true. It runs on G4s, G5s,  
and



announcement of the fact that iTunes can import, and iPods can store, CD redbook-grade, uncompressed audio.

Instead, it is merely a byproduct of the expanding speed/power/bandwidth

---

---

Subject: Re: Ron Paul Video  
Posted by [DJ](#) on Sat, 13 Oct 2007 21:24:38 GMT  
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---

e been answering the freaking phone.

>--

>Martin Harrington

>Lend An Ear Sound

>Sydney Australia

>

>"John" <no@no.com> wrote in message news:472b148e\$1@linux...

>>

>> [http://andrewsullivan.theatlantic.com/the\\_daily\\_dish/2007/11/cheeky-cheeky.html](http://andrewsullivan.theatlantic.com/the_daily_dish/2007/11/cheeky-cheeky.html)

>Hey Rod, you can get Cubase for Apple . . .yawn

"Rod Lincoln" <r

---

---

Subject: Re: Ron Paul Video  
Posted by [Sarah](#) on Sun, 14 Oct 2007 09:30:16 GMT  
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---

r what could be causing this? The

>last

>>time I did a fresh install of my system (via ghost) and it seemed to get

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

>>crackles return.

>>The way my system is set up, because of space limitations, and the fact

>that

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

>way)

>>makes it A FREAKIN PITA to crawl behind the gear and unplug the spdif cable

>>going to the DAC-1 and re-patch a cable loop. I accidently unplugged something

>>while doing it, and had to rip about half the system out to find it. ERRRRRRRRRRRRRRRRRR!

>>Rod

>Questions:

1.) Why did you feel the need for a slave comp? I'm tracking bands at 88.2k/24 bit with more than this many tracks at once,

using two Multifascia, on one PC that's got less horsepower than yours (as I recall), with no issues.

2.) I noticed in your reply to Rod that you said you had set up some tracking templates that made things easier... did any of the templates that i sent you awhile back help at all?

Neil

"DJ" <animix \_ at \_ animas \_ dot \_ net> wrote:

>Just finished tracking a punk band. we just went balls to the wall 10 drum

>mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,

>rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create a

>new song each time. I just "rolled disk" and tracked 12 songs back to back.

>

>Now I've got to split them into separate tracks and render each one

>individually.

>

>This sucks.

>

>One thing that didn't suck though was tracking the drums and bass on a pair

>of Multifascia on my slave comp while tracking vox and guitars on

---

Subject: Re: Ron Paul Video

Posted by [Sarah](#) on Sun, 14 Oct 2007 09:44:58 GMT

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the master

>machine.

>

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

>

>

>

>

>

>

>"LaMont" <jjdpro@gmail.com> wrote:

>

>Good job!! it's funny that Acid has the "Save as >Render> all tracks as "Separate

>Files" feature, AND most so called Pro DAWs don't..  
>  
>I have to use this plugin <http://www.silverspike.com/?Products:Tapelt>  
>  
>Work like a charm, and for 20 bucks it does save time for rendering tracks..

Free:

<http://www.voxengo.com/product/recorder/> Oh yeah, I've NOTICED that!:-) (and I'm still running Acid twopointfreakinooh.) Live

---

---

Subject: Re: Ron Paul Video  
Posted by [John \[1\]](#) on Sun, 14 Oct 2007 11:21:54 GMT  
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---

keep  
Paris in the workflow. Render each track as a batch process, import via Analog X's program and you're there.  
MR

"LaMont" <[jjdpro@gmail.com](mailto:jjdpro@gmail.com)> wrote in message [news:472d55e4\\$1@linux...](news:472d55e4$1@linux...)  
>  
> Good job!! it's funny that Acid has the "Save as >Render> all tracks as "Separate  
> Files" feature, AND most so called Pro DAWs don't..  
>  
> I have to use this plugin <http://www.silverspike.com/?Product>

---

---

Subject: Re: Ron Paul Video  
Posted by [Bill L](#) on Sun, 14 Oct 2007 16:28:41 GMT  
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rote:

>  
>Well I hope you find the new API eqs nice. The site is currently down as  
>I just checked so the link is right and hopefully they'll get it up soon.  
>  
>Johnfor multiple export you need meap.  
<http://www.pendlebury.biz/index.php?categoryid=22>

I don't know if it works in 4.1 though.

Also, don't put all your songs in one project. That is suicide.

Make a project. Record the first song for the punks. Then save it. Then do save as new project called Temp to a new folder.

Then close everything and open that project. Then delete all events on the playing field and in the pool select "Remove Unused Media" then "Empty Trash".

File / Save as Template and call it Punkies. Now you have a template for each new project. Backup project files and the entire project too. Project files do get corrupt sometimes. this way you'll have a good backup and each song in a new folder.his forum tips says it works in 4.1Thanks Mike !!

I will send some more money...

You need more support in what you are doing !

Come on guys, ate least some thank you posts will make this guy feel better !

He is the last apachi !

Dear Mike,

can you make the compressor stereo for insert !?

Means something like your ducker.

So as when we have a stereo OH's on channels 1 and 2 then by putting one or two instances of compressor that one gets the sync signal from the other as to have identical attack release threshold settings ?

Thanks for what you are doing once again !

Regards,

Dimitrios

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

>

>Thanks, Rob! Let me know if/when it's useful. I'm dying to hear how these >things are being used.

>

>All the best,

>

>Mike

>

>

>"Rob Arsenault" <mani1147athotmaildotcom> wrote:

>>Way to go Mike, great stuff, thanks.

>>

>>

>>"Mike Audet" <mike@....> wrote in message news:472923eb\$1@linux...

>>>

>>> Yo, Yo!

>>>

>>> The EQ4+ has been released into the wild!

>>>

>>> It's a stereo, 4 band eq that can be set to high pass, low pass, high  
>  
>>> shelf,  
>>> low shelf, band pass,

---

---

Subject: Re: Ron Paul Video  
Posted by [steve the artguy](#) on Sun, 14 Oct 2007 21:15:44 GMT  
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-----=\_NextPart\_000\_0012\_01C81EDB.56E86100

Content-Type: text/html;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Mike, </FONT></DIV>
<DIV><FONT face=3DArial size=3D2>The eq is awesome as I stated in a =
personal=20
```

---

---

Subject: Re: Ron Paul Video  
Posted by [Sarah](#) on Sun, 14 Oct 2007 22:14:43 GMT  
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---

```
472de838$1@linux</A>...</DIV><BR>Hi=20
  Dimitrios,<BR><BR>Thanks for your kind words!<BR><BR>I've been reading =
up more=20
  on the architecture of the ESP2, and I'm not sure<BR>I can make one =
plugin=20
  instance talk to another.&nbsp; All the memory is inside<BR>the chip, =
and it's=20
  probably all stack based.&nbsp; So, once an instance of a plugin<BR>is =
loaded,=20
  it can only see its own variables.&nbsp; But it is something I'd =
like<BR>to=20
  try and work around, if possible. :)<BR><BR>One thing I did get =
working,=20
  though, is the big reverb.&nbsp; I still have to<BR>figure out what =
```

parameters=20  
to sent it - there's like 25 of them or something<BR>with next to no=20  
documentation, and I have to build a GUI.&nbsp; But, I'm =  
really,<BR>really=20  
close to getting it out.<BR><BR>I was thinking we could all work =  
together=20  
getting some presets going for<BR>it.&nbsp; It's really cool.&nbsp; It =  
allows=20  
you to change the internal resonances of<BR>the reverb so it can be =  
made to=20  
sound like a plate or a room or a concert<BR>hall, etc.&nbsp; This =  
way, we=20  
don't have to rely on Matt's code, too.&nbsp; I feel<BR>a little =  
uncomfortable=20  
releasing someone's software without their permission.<BR>&nbsp; And, I =  
don't=20  
have a copy of it anyway.<BR><BR>I'm hoping by the end of this next =  
week I'll=20  
have it out.<BR><BR>Thanks again!<BR><BR>Mike<BR><BR>"Dimitrios" =  
&lt;<A=20  
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt;=20  
wrote:<BR>&gt;<BR>&gt;Thanks Mike !!<BR>&gt;I will send some more=20  
money...<BR>&gt;You need more support in what you are doing =  
!<BR>&gt;Come on=20  
guys, at least some thank you posts will make this guy feel=20  
better<BR>&gt;!<BR>&gt;He is the last apache !<BR>&gt;Dear =  
Mike,<BR>&gt;can=20  
you make the compressor stereo for insert !?<BR>&gt;Means something =  
like your=20  
ducker.<BR>&gt;So as when we have a stereo OH's on channels 1 and 2 =  
then by=20  
putting one<BR>&gt;or two instances of compressor that one gets the =  
sync=20  
signal from the other<BR>&gt;as to have identical attack release =  
threshold=20  
settings ?<BR>&gt;Thanks for what you are doing once again=20  
!<BR>&gt;Regards,<BR>&gt;Dimitrios<BR>&gt; <BR>&gt;"Mike Audet"=20  
&lt;mike@....&gt; wrote:<BR>&gt;&gt;<BR>&gt;&gt;Thanks, Rob!&nbsp; Let =  
me know=20  
if/when it's useful. I'm dying to hear how these<BR>&gt;&gt;things a

---

Subject: Re: Ron Paul Video  
Posted by [Bill L](#) on Mon, 15 Oct 2007 12:33:44 GMT  
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---

t;>  
>>>Work like a charm, and for 20 bucks it does save time for rendering

>>>tracks..  
>>  
>>  
>>Free:  
>>  
>><http://www.voxengo.com/product/recorder/>  
>>  
>>  
>Hi Tom,

Thanks for the kind words. :)

I was thinking about adding a bypass to each band by shifting the layout a bit. Right now, I just want to get that reverb working!

But for now, you can bypass it by right clicking on its name in the PARIS application on the insert that it is assigned to. I think it's a right click, anyway. You can definitely bypass it.

Hope that helps!

Mike

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

>  
>  
>Mike,=20  
>The eq is awesome as I stated in a personal email.  
>As I suggested to you, is it possible to get a single bypass  
>switch to help achieve unity gain with the dry?  
>  
>It does sound much better than what I expected.  
>The reverb will be great when it shows up. Keep up  
>the great work and don't burn out. We need you!  
>Tom  
>  
> "Mike Audet" <mike@.....> wrote in message news:472de838\$1@linux...  
>  
> Hi Dimitrios,  
>  
> Thanks for your kind words!  
>  
> I've been reading up more on the architecture of the ESP2, and I'm not  
=  
>sure  
> I can make one plugin instance talk to another. All the memory is =

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

> >Means something like your ducker.  
> >So as when we have a stereo OH's on channels 1 and 2 then by putting  
=  
>one  
> >or two instances of compressor that one gets the sync signal from the  
=  
>other

---

---

Subject: Re: Ron Paul Video

Posted by [TCB](#) on Mon, 15 Oct 2007 19:53:40 GMT

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20

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

> th

---

Subject: Re: Ron Paul Video

Posted by [dc\[3\]](#) on Mon, 15 Oct 2007 20:35:01 GMT

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---

ings to try & narrow it down by<BR>> >process of=3D20

> elimination.<BR>><BR>> I appreciate your thought process. =3D

>If this=3D20

> makes a light go off for =3D3D<BR>>you,<BR>> please let me=3D20

> know.<BR>> ><BR>> >Can you e-mail me an mp3 =3D

>file of=3D20

> any song or songs that it's<BR>> >doing this on? If so, =3D

>send it=3D20

> to: neil DOT henderson AT<BR>> =3D

>>sbcglobal DOT=3D20

> net I'd be curious as to what it sounds=3D20

> like.<BR>><BR>> will Do<BR>> ><BR>> =3D20

> >Neil<BR>> ><BR>> ><BR>> >"Rod =3D

>Lincoln"=3D20

> <<A=3D20

> =3D

=

>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=

>&g=3D

>t;=3D20

> wrote:<BR>> >><BR>> >>OK..I got =3D

>everything=3D20

> hooked backk up and sure enough, the crackle =3D

>is<BR>=3D3D<BR>>back<BR>> =3D20

> >>on bounce to disk...in the left channel only, same as always. =3D

>I=3D20

> =3D3D<BR>>tried panning<BR>> >>everything oppisite, =3D

>crackle,=3D20

> tried lowering levels, crackle.<BR>> >>When I took all =3D

>the=3D20

> tracks off the submixes except for the drums=3D20

> on<BR>=3D3D<BR>>submix<BR>> >>1, there were NO =3D

>crackles. There=3D20

> were also NO crackles when bouncing<BR>=3D3D<BR>>audio<BR>> =3D20

> >>from any submix by itself.=3D3D20<BR>> >>This is =3D

>a 24 bit=3D20

> mix with 24 bit tracks, so I tried (advice from =3D

>=3D3D<BR>>Aaron)<BR>> =3D20

> >rendering<BR>> >>some of the tracks to 16 bit. I =3D

>rendered=3D20

> all the drums (15 tracks) =3D3D<BR>>and<BR>&

---

Subject: Re: Ron Paul Video

Posted by [TCB](#) on Mon, 15 Oct 2007 21:21:47 GMT

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---

gt;> 5<BR>> =3D

>

> >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =  
=3D

>

> came<BR>=3D3D<BR>>back<BR>> >>when bouncing the entire =3D  
>mix.=3D20

> That's where I'm at. I can always do =3D3D<BR>>the<BR>> =3D20

> spdif<BR>> >>bounce method...it's a real hassle because =3D  
>of the=3D20

> way my moitoring =3D3D<BR>>and<BR>> work<BR>> =3D  
>>>flow=3D20

> is, but it's doable, and seems to work, but I'd like to get =3D  
>=3D3D<BR>>this=3D20

> thing<BR>> >>figured out.=3D3D20<BR>> =3D

>>>I've had it=3D20

> for today. Going to crash.<BR>> >>Rod<BR>> =3D20

> >>"Rod Lincoln" <<A=3D20

> =3D

=

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

>>=3D20

> wrote:<BR>> >>><BR>> >>>Well, I =3D

>THOUGHT I=3D20

> had my "bounce to disk" crackles whipped, but =3D3D<BR>>they =3D

>came<BR>> =3D20

> >>>back. This time I re-patched and did a spdif bounce and =3D

>that=3D20

> seemed<BR>=3D3D<BR>>to<BR>> >cure<BR>> =3D

>>>>it. I=3D20

> havn't tried it yet with bounce to disk to verify that the=3D20

> =3D3D<BR>>crackling<BR>> >>>comes back, but I bet =3D

>it will. I=3D20

> wonder what could be causing this?<BR>=3D3D<BR>>The<BR>> =3D20

> >>last<BR>> >>>time I did a fresh install of =3D

>my system=3D20

> (via ghost) and it seemed =3D3D<BR>>to get<BR>> =3D

>>>>rid of it,=3D20

> for a while. I'm going to try a bounce to disk and see =

=3D3D<BR>>if=3D20

> the<BR>> >>>crackles return.<BR>> =3D

>>>>The=3D20

> way my system is set up, because of space limitations, and=3D20

> the<BR>=3D3D<BR>>fact<BR>> >>that<BR>> =3D

>>>>I=3D20  
> have to have my drums basically in the mix position (facing =  
the=3D20  
> =3D3D<BR>>other<BR>> >>way)<BR>> =3D  
>>>>makes it A=3D20  
> FREAKIN PITA to crawl behind the gear and unplug the=3D20  
> =3D3D<BR>>spdif<BR>> cable<BR>> >>>going =3D  
>to the=3D20  
> DAC-1 and re-patch a cable loop. I accidentally =  
=3D3D<BR>>unplugged=3D20  
> something<BR>> >>>while doing it, and had to rip =3D  
>about half=3D20  
> the system out to find =3D3D<BR>>it.<BR>> =3D20  
> ERRRRRRRRRRRRRRRRRRRRRR!<BR>> >>>Rod<BR>> =3D20  
> >><BR>> ><BR>><BR>><BR>><BR>><BR>>I choose =3D  
>Polesoft=3D20  
> Lockspam to fight spam, and=3D20  
> you?<BR>>http://www.polesoft.com/refer.html =3D20  
> <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20  
> Transitional//EN"><BR>><HTML><HEAD&

---

Subject: Re: Ron Paul Video  
Posted by [dc\[3\]](#) on Mon, 15 Oct 2007 21:30:42 GMT  
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---

gt;<BR>><META=3D20  
> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20  
> =3D3D<BR>>charset=3D3D3Diso-8859-1"><BR>><META =3D  
>content=3D3D3D"MSHTML=3D20  
> 6.00.2800.1400"=3D20  
> =3D  
>name=3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D  
>D><BR>><BODY=3D20  
> bgColor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial =3D  
>size=3D3D3D2>Hey=3D20  
> Rod,</FONT></DIV><BR>><DIV><FONT =3D  
>face=3D3D3DArial=3D20  
> size=3D3D3D2>Do the crackles repeat themselves i

---

Subject: Re: Ron Paul Video  
Posted by [TCB](#) on Mon, 15 Oct 2007 22:26:04 GMT  
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---

t;<DIV><FONT =3D  
>face=3D3D3DArial=3D20

> size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D  
>face=3D3D3DArial=3D20  
> size=3D3D3D2>If you suspect hardware I'd think=3D20  
> CPU,<BR>=3D3D<BR>></FONT><FONT=3D3D20<BR>>face=3D3D3DArial =3D  
>size=3D3D3D2>fan=3D20  
> (make it cold!) or</FONT></DIV><BR>><DIV><FONT =3D  
>  
> face=3D3D3DArial size=3D3D3D2>power supply. Not in that =3D  
>=3D3D<BR>>order.=3D20  
> Start=3D3D20<BR>>with </FONT><FONT face=3D3D3DArial =3D  
>size=3D3D3D2>the=3D20  
> cheapest fixes=3D20  
> =3D3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=3D20  
> face=3D3D3DArial size=3D3D3D2>Maybe you were right way back =  
with=3D20  
> the<BR>=3D3D<BR>>bad=3D20  
> =3D  
>UAD=3D3D20<BR>>assumption?</FONT>>

---

Subject: Re: Ron Paul Video

Posted by [dc\[3\]](#) on Mon, 15 Oct 2007 22:42:35 GMT

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---

message <A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20  
> =3D  
=  
>href=3D3D'news:472e82a3\$1@linux">news:472e82a3\$1@linux</A>...</DIV><BR>N=  
eil=3D  
>'>news:472e82a3\$1@linux">news:472e82a3\$1@linux</A>...</DIV>=3D  
>;<BR>Neil</A>=3D3D<BR>>,=3D3D20<BR>> =3D20  
> thanks for your response. see my answers interleaved=3D20  
> =3D3D<BR>>below<BR>Rod<BR>"Neil"=3D3D20<BR>> =3D  
><<A=3D20  
> href=3D3D3D"<A=3D20  
> =3D  
=  
>href=3D3D'mailto:OIU@l.com">OIU@l.com</A>'mailto:OIU@l.com">OIU@l.com<=3D=  
>:/A</A>>>=3D20  
> =3D3D<BR>>wrote:<BR>><BR>>This =3D  
>is=3D3D20<BR>> weird...=3D20  
> have you tried any of the following:<BR>><BR>>1.)=3D20  
> pan=3D3D20<BR>> everything to center, and then see if it still =3D  
>shows=3D20  
> up<BR>>on the =3D3D<BR>>left=3D3D20<BR>> channel?

---

Subject: Re: Ron Paul Video  
Posted by [DJ](#) on Wed, 17 Oct 2007 18:08:31 GMT  
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```
;<FONT face=3D3DArial size=3D3D2>power supply. Not in that =3D
>>> >order. Start=3D20
>>> >with </FONT><FONT face=3D3DArial size=3D3D2>the cheapest fixes =3D
>>> >first.</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>Maybe you were right way back
=
>>>with the
>>> =3D
>>> >bad UAD=3D20
>>> >assumption?</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>Still kickin' Paris =3D
>>> >around,</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>> ><BLOCKQUOTE=3D20
>>> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
>=
>>>=3D
>>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> > <DIV>"Rod Lincoln" <<A=3D20
>>> > =3D
>>> =
>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>>>&g=3D
>>> >t;=3D20
>>> > wrote in message <A=3D20
>>> > =3D
>>> =
>>>>href=3D3D"news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>N=
>>>>eil=3D
>>> > ,=3D20
>>> > thanks for your response. see my answers interleaved =3D
>>> >below<BR>Rod<BR>"Neil"=3D20
>>> > <<A href=3D3D"mailto:OIU&
```

---

Subject: Re: Ron Paul Video  
Posted by [dc\[3\]](#) on Wed, 17 Oct 2007 18:25:50 GMT  
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---

```
#64;l.com">OIU@l.com</A>> =3D
>>> >wrote:<BR>><BR>>This is=3D20
>>> > weird... have you tried any of the following:<BR>><BR>>1.) pan=3D20
```

>>> > everything to center, and then see if it still shows up<BR>>on the  
>>=  
>>>=3D  
>>> >left=3D20  
>>> > channel? or is the crackling then centered?<BR><BR>Everything =  
>>>Panned =3D  
>>> >Ctr still=3D20  
>>> > Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D  
>>> >bouncing=3D20  
>>> > dry/clean like<BR>>that, with everything panned as you normally =3D  
>>> >would for=3D20  
>>> > this<BR>>mix? This includes anything inserted across the=3D20  
>>> > 2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and =  
>>>external) =3D  
>>> >still=3D20  
>>> > Crackles<BR><BR>Bounce with no plugs...this does produce a crackle  
>>=  
>>>=3D  
>>> >free=3D20  
>>> > bounce. I tried this<BR>the first time it happened a couple weeks  
>=  
>>>ago,  
>>> =3D  
>>> >and=3D20  
>>> > thought I had it narrowed<BR>down to the UAD plugs. I re-ghosted  
=  
>>>=3D  
>>> >to a=3D20  
>>> > sys version that had an earlier<BR>UAD install (can't remember the  
>>=  
>>>=3D  
>>> >number, it=3D20  
>>> > had the Helios, but not the Neve<BR>88)and the crackles went away,  
>>=  
>>>so  
>>> =3D  
>>> >l=3D20  
>>> > thought it was a software rev that Paris<BR>didn't like, but just  
>=  
>>>to =3D  
>>> >be sure l=3D20  
>>> > reloaded the new version of the UAD software<BR>(the one with the  
>=  
>>>Neve  
>>> =3D  
>>> >  
>>> > 88) and it still didn't crackle. At that point l<BR>thought it =3D  
>>> >might be=3D20

>>> > something else altogether and since I am in the middle<BR>of a =  
>>>mixing  
>>> =3D  
>>> >project=3D20  
>>> > that I'm using the Neve 88 plug on a lot (love what it<BR>does) I  
>=  
>>>just  
>>> =3D  
>>> >went=3

---

---

Subject: Re: Ron Paul Video  
Posted by [TCB](#) on Thu, 18 Oct 2007 04:09:35 GMT  
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---

ad...No =

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

>>>to both=20

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

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

>>>ppj=20

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

>>>to=20

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

>>>speaker=20

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

>>>the right=20

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

>>>by<BR>>process of=20

>>> elimination.<BR><BR>I appreciate =

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

>>>let=20

>>>you e-mail=20

>>>

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

>>>DOT net l'd=20

>>> like.<BR><BR>will=20

>>> =

>>>=3D<BR>><BR>><BR>>Neil<BR>><BR>>=

>>> =

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

>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

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

>>>backk up=20

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

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

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

---

Subject: Re: Ron Paul Video

Posted by [dc\[3\]](#) on Thu, 18 Oct 2007 05:33:35 GMT

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;>> > >

>>>> > >This is weird... have you tried any of the following:

>>>> > >

>>>> > >1.) pan everything to center, and then see if it still shows up

>>>> > >on the left channel? or is the crackling then centered?

>>>> >

>>>> > Everything Panned Ctr still Crackles

>>>> > >

>>>> > >2.) removing ALL plugins & EFX, and bouncing dry/clean like

>>>> > >that, with everything panned as you normally would for this

>>>> > >mix? This includes anything inserted across the 2-buss.

>>>> >

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

>>>>Crackles

>>>> >

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

|

>>=

>>>>=3D

>>>> >tried this

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

>it  
>>>=  
>>>> =3D  
>>>> >narrowed  
>>>> > down to the UAD plugs. I re-ghosted to a sys version that had an  
>=  
>>>>=3D  
>>>> >earlier  
>>>> > UAD install (can't remember the number, it had the Helios, but not  
>>>=  
>>>>the  
>>>> =3D  
>>>> >Neve  
>>>> > 88)and the crackles went away, so I thought it was a software rev  
>>=  
>>>>that  
>>>> =3D  
>>>> >Paris  
>>>> > didn't like, but just to be sure I reloaded the new version of the  
>>>=  
>>>>UAD  
>>>> =3D  
>>>> >software  
>>>> > (the one with the Neve 88) and it still didn't crackle. At that  
>=  
>>>>point  
>>>> =3D  
>>>> >I  
>>>> > thought it might be something else altogether and since I am in  
the  
>>>=  
>>>>=3D  
>>>> >middle  
>>>> > of a mixing project that I'm using the Neve 88 plug on a lot (love  
>>>=  
>>>>=3D  
>>>> >what it  
>>>> > does) I just went for it, listening closely to bounces. I actually  
>>>=  
>>>>did  
>>>> =3D  
>>>> >2  
>>>> > bounces of every mix and listened back to both at the same time,  
>=  
>>>>out =3D  
>>>> >of phase  
>>>> > with each other, to hear the difference, since the crackles =  
>>>>appeared =3D

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

---

Subject: Re: Ron Paul Video  
Posted by [DJ](#) on Thu, 18 Oct 2007 18:08:42 GMT  
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```
;><BR>><BR>><BR>>I choose =3D  
>>>>Polesoft=3D20  
>>>> Lockspam to fight spam, and=3D20  
>>>> you?<BR>>http://www.polesoft.com/refer.html =3D20  
>>>> <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20  
>>>> Transitional//EN"><BR>><HTML><HEAD><BR>><META=3D20  
>>>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20  
>>>> =3D3D3D<BR>>charset=3D3D3Diso-8859-1"><BR>><META =3D
```

```

>>>>content=3D3D3D"MSHTML=3D20
>>>> 6.00.2800.1400"=3D20
>>>> =3D
>>>>name=3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D
>>>>D><BR>><BODY=3D20
>>>> bgColor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial =3D
>>>>size=3D3D3D2>Hey=3D20
>>>> Rod,</FONT></DIV><BR>><DIV><FONT =3D
>>>>face=3D3D3DArial=3D20
>>>> size=3D3D3D2>Do the crackles repeat themselves in =
=3D3D<BR>>exactly=3D20
>>>> the=3D3D20<BR>>same =3D
>>>>places</FONT></DIV><BR>><DIV><FONT=3D20
>>>> face=3D3D3DArial size=3D3D3D2>on play back? If not, I'd look =
at=3D20
>>>> =3D3D<BR>><BR>>hardware. Do they show=3D20
>>>> up</FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
>>>> size=3D3D3D2>in the waveform or are they to low in =
=3D3D<BR>>level?=3D20
>>>> =3D3D20<BR>></FONT></DIV><BR>><DIV><FONT =3D
>>>>face=3D3D3DArial=3D20
>>>> size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D
>>>>face=3D3D3DArial=3D20
>>>> size=3D3D3D2>If you suspect hardware I'd think=3D20
>>>> CPU,<BR>=3D3D<BR>></FONT><FONT=3D3D20<BR>>face=3D3D3DArial =3D
>>>>size=3D3D3D2>fan=3D20
>>>> (make it cold!) or</FONT></DIV><BR>><DIV><FONT =3D
>>>>
>>>> face=3D3D3DArial size=3D3D3D2>power supply. Not in that =3D
>>>>=3D3D<BR>>order.=3D20
>>>> Start=3D3D20<BR>>with </FONT><FONT face=3D3D3DArial =3D
>>>>size=3D3D3D2>the=3D20
>>>> cheapest fixes=3D20
>>>> =3D3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=3D20
>>>> face=3D3D3DArial size=3D3D3D2>Maybe you were right way back =
with=3D20
>>>> the<BR>=3D3D<BR>>bad=3D20
>>>> =3D
>>>>UAD=3D3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=3D
>>>>t;FONT=3D20
>>>> face=3D3D3DArial size=3D3D3D2></FONT> =3D
>>>></DIV><BR>><DIV><FONT=3D20
>>>> face=3D3D3DArial size=3D3D3D2>Still kickin' Paris=3D20
>>>> =3D3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =3D
>>>>
>>>> face=3D3D3DArial=3D20
>>>> size=3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D20
>>>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20

```

>>>> =3D  
>>>></DIV><BR>><BLOCKQUOTE=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: =3D  
>>>>0px;=3D20  
>>>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: =  
#000000 =3D  
>>>>2px solid;=3D20  
>>>> MARGIN-RIGHT: 0px"><BR>> <DIV>"Rod Lincoln"=3D20  
>>>> <<A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20  
>>>> =3D  
=  
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</A>&a=3D  
=  
>>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=3D=  
  
>>>>A>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20  
>>>> wrote in message <A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20  
>>>> =3D  
=  
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R>Neil=3D  
>>>>'>news:4

---