
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>>=3D3D
> =

>number,=20

it=3D3D20
> > > had the Helios, but not the=20

Neve
88)and the crackles went =

away,
=3D
>>so
> =20

=3D3D
> >l=3D3D20
> > thought it =
was a=20

software rev that Paris
didn't like, but just =3D
>to=20

=3D3D
> >be sure l=3D3D20
> > =

reloaded the new=20

version of the UAD software
(the one with the=20

=3D
>Neve
> =3D3D
> >
> =
>&a

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

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

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mp; =20

88) and it still didn't crackle. At that point I
thought it=20

=3D3D
> >might be=3D3D20
> > =

something else=20

altogether and since I am in the middle
of a=20

=3D
>mixing
> =3D3D
> =

>project=3D3D20
> =20

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

it
does) I =3D
>just
> =3D3D
> =20

>went=3D3D20
> > for it, listening closely to =

bounces. l=20

actually did 2
bounces =3D
>of =3D3D
> =

>every=20

mix=3D3D20
> > and listened back to both at the =

same time,=20

out of phase
with =3D
>each
> =

=3D3D
> =20

>other,=3D3D20
> > to hear the difference, =

s

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
>be
>random.)
> =20
=3D3D
> >There=3D3D20
> > were =
maybe 1 or 2=20
crackles per song on a couple songs, and
>no=20
=3D
>=3D3D
> >crackles on=3D3D20
> =
> the=20
other 3 (that I've done so far). I'm wondering now if
>it=20
is
=3D
>a =3D3D
> >UAD =
rev=3D3D20
> > =20
problem that only shows up after some wear and tear on=20
the
>sys.
=3D
>I'm
> =3D3D
> =20
>going=3D3D20
> > to re-ghost and re-load the=20

>UAD software (Neve 88 ver) =3D
>tommorrow =
=3D3D
> =20
>and see=3D3D20
> > what =
happens.
>Just to=20
reiterate...when I did a spdif bounce, =3D
>even =
=3D3D
>&am

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
>(random,
> =3D3D
> =
>I=3D3D20
> =20
> bounced twice and listend to both mixes out of =
phase,
>set=20
=3D
>markers =3D3D
> >at the=3D3D20
> =
> =20
crackles, and verified by listening one at a time) This
>also=20
=3D
>leads
> =3D3D
> >me =
to=3D3D20
> =20
> believe it's some sort of ppj corruption brought on by=20
the
>UAD =3D
>=3D3D
> >stuff, =
only=3D3D20
> =20
> it happens over time, but I haven't been able to=20
verify=3D3D20
> > =20
this
>yet.
>>
>>7.) Have you tried =
physically=20
swapping =3D3D
> >your left=3D3D20
> =
> speaker=20
with
>>your right speaker?
>

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
&

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
>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
=3D
>power
>

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
>verify=20

>>you=20

>>>your right=20

>>the=20

>>happen in the=20

>>think of=20

>>If this=20

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
>this=20

>>>>I've had it=20

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

>> =

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

>>>=20

>>THOUGHT I=20

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

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
>unplugged=20

>>abouat half=20

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

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

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&
```

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.
>>Rod
>>"Rod=20

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

>>they=20

>>re-patched=20

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

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

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

>>it seemed=20

>>I'm going=20

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

>>limitations,=20

>>fact
>>>that
>>>>I=20

>>mix position=20
>> (facing the other
>>>way)
>>>>makes it=20

>>and unplug=20

>>to the=20

>>accidently=20
>> unplugged something
>>>>while doing it, and had =
>>=3D
>>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
> >=3D3D3D
> > >tried this
> > > the first time it happened a couple weeks ago, and thought I had
=
>it
> =3D
> >=3D3D3D
> > >narrowed
> > > down to the UAD plugs. I re-ghosted to a sys version that had an
=
>=3D
> >=3D3D3D
> > >earlier
> > > UAD install (can't remember the number, it had the Helios, but =
>not
> =3D
> >the
> > =3D3D3D
> > >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

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

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

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.

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

Bounce with no plugs...this does produce a =
 >crackle
 > =3D
 > >=3D3D
 > > >free=3D3D20
 > > > bounce. I tried this
the first time it happened a couple =
 >weeks =3D
 > >ago,
 > > =3D3D
 > > >and=3D3D20
 > > > thought I had it narrowed
down to the UAD plugs. I re-ghosted
 =
 >=3D
 > >=3D3D
 > > >to a=3D3D20
 > > > sys version that had an earlier
UAD install (can't remember =
 >the
 > =3D
 > >=3D3D
 > > >number, it=3D3D20
 > > > had the Helios, but not the Neve
88)and the crackles went =
 >away,
 > =3D
 > >so
 > > =3D3D
 > > >I=3D3D20
 > > > thought it was a software rev that Paris
didn't like, but =
 >just =3D
 > >to =3D3D
 > > >be sure I=3D3D20
 > > > reloaded the new version of the UAD software
(the one with =
 >the =3D
 > >Neve
 > > =3D3D
 > > >
 > > > 88) and it still didn't crackle. At that point I
thought it =
 >=3D3D
 > > >might be=3D3D20
 > > > something else altogether and since I am in the middle
of a =
 >=3D
 > >mixing
 > > =3D3D
 > > >project=3D3D20
 > > > that I'm using the Neve 88 plug on a lot (love what it
does)
 =

>I =3D
 > >just
 > > =3D3D
 > > >went=3D3D20
 > > > for it, listening closely to bounces. I actually did =
 >2
bounces =3D
 > >of =3D3D
 > > >every mix=3D3D20
 > > > and listened back to both at the same time, out of phase
with
 =
 >=3D
 > >each
 > > =3D3D
 > > >other,=3D3D20
 > > > to hear the difference, since the crackles appeared to =3D
 > >be
random.)
 > > =3D3D
 > > >There=3D3D20
 > > > were maybe 1 or 2 crackles per song on a couple songs, and
no
 =
 >=3D
 > >=3D3D
 > > >crackles on=3D3D20
 > > > the other 3 (that I've done so far). I'm wondering now if
it
 =
 >is
 > =3D
 > >a =3D3D
 > > >UAD rev=3D3D20
 > > > problem that only shows up after some wear and tear on =
 >the
sys.
 > =3D
 > >I'm
 > > =3D3D
 > > >going=3D3D20
 > > > to re-ghost and re-load the
UAD software (Neve 88 ver) =3D
 > >tomorrow =3D3D
 > > >and see=3D3D20
 > > > what happens.
Just to reiterate...when I did a spdif bounce,
 =
 >=3D
 > >even =3D3D
 > > >with my=3D3D20
 > > > system as it
is tonight, there are no crackles. That's wierd.
 =
 >=3D
 > >Also
 > > =3D3D

> > >the=3D3D20
 > > > crackles never
show till listening to the bounced =3D3D
 > > >file.
>
>3.)=3D3D20
 > > > can you determine where the crackle rears it's ugly =
 >head?
>IOW,
 > =3D
 > >=3D3D
 > > >is it=3D3D20
 > > > constant, more or less, or is it intermittent? If
>it's =3D3D
 > > >intermittent,=3D3D20
 > > > does it seem to coincide with any particular
>instrument or =
 >=3D3D
 > > >track? For=3D3D20
 > > > example, could it be a particular
>plugin on the - let's say
 =
 >- =3D
 > >=3D3D
 > > >cowbell=3D3D20
 > > > track, which occurs though
>most of the song, but not on =3D
 > >the=3D3D20
 > > > (confounded) bridge?

totally random...not in anyway =3D
 > >associated
 > > =3D3D
 > > >with a=3D3D20
 > > > particular instrument. Fairly
study though, like a bowl of =
 >=3D
 > >rice=3D3D20
 > > > crispies.
>
>4.) mute/disconnect the right channel when =
 >=3D3D
 > > >listening=3D3D20
 > > > back to
>the crackle-infested bounce to see if there's any =
 >=3D3D
 > > >pattern that=3D3D20
 > > >
>might apply to (3) above?

none
>
>5.) Is =3D3D
 > > >the=3D3D20
 > > > crackle happening on ALL systems? IOW, have you
>burned a CD
 =
 >of
 > =3D
 > >=3D3D
 > > >the=3D3D20
 > > > bounced tracks & played it back on a home
>stereo, in your =
 >=3D3D
 > > >car, on=3D3D20
 > > > headphones, etc? Is it possible that
>for some odd reason the
 =
 >=3D
 > >=3D3D

> > >crackle is=3D3D20
> > > due to something in your
>monitoring setup that isn't showing
=
>up
> =3D
> >=3D3D
> > >on=3D3D20
> > > regular playback, but
>might be showing up on a rendered =
>=3D3D
> > >file?
This=3D3D20
> > > first came to my attention after I burned a CD of test mixes for
=
>=3D
> >=3D3D
> > >the
client=3D3D20
> > > and he called me after he got home and listened on his system =
>=3D3D
> > >(this
was an=3D3D20
> > > audio CD)so I would say it happens on all systems...but I =3D
> >havn't=3D3D20
> > > burnt
another CD yet.
It does happen on my NS 10's as well
=
>as
> =3D
> >my
> > =3D3D
> > >
> > > Mackie 824's. The 82

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

```


> > This includes anything inserted across the =3D
 > >2-buss.
>
> =3D20
 > > Bounce with No FX (Auxes, both internal and external) still=3D20
 > > Crackles
>
> Bounce with no plugs...this does =3D
 > >produce a=3D20
 > > crackle free bounce. I =3D3D
>tried this
> the first =3D
 > >time it=3D20
 > > happened a couple weeks ago, and thought I had it =3D20
 > > =3D3D
>narrowed
> down to the UAD plugs. I re-ghosted =3D
 > >to a sys=3D20
 > > version that had an =3D3D
>earlier
> UAD install =3D
 > >(can't remember=3D20
 > > the number, it had the Helios, but not =3D
 > >the
=3D3D
>Neve
> =3D20
 > > 88)and the crackles went away, so I thought it was a software =
 > >rev=3D20
 > > that
=3D3D
>Paris
> didn't like, but just to be =3D
 > >sure I=3D20
 > > reloaded the new version of the =3D
 > >UAD
=3D3D
>software
> (the=3D20
 > > one with the Neve 88) and it still didn't crackle. At that=3D20
 > > point
=3D3D
>I
> thought it might be something else =3D
 > >
 > > altogether and since I am in the =3D3D
>middle
> of a =3D
 > >mixing=3D20
 > > project that I'm using the Neve 88 plug on a lot (love =
 > >=3D3D
>what =3D
 > >
 > > it
> does) I just went for it, listening closely to =3D
 > >bounces. I=3D20
 > > actually did
=3D3D
>2
> bounces of every mix and =3D
 > >listened=3D20
 > > back to both at the same time, out =3D3D
>of phase
> =3D
 > >with each=3D20
 > > other, to hear the difference, since the crackles appeared =3D
 > >=3D3D
>to=3D20
 > > be
> random.) There were maybe 1 or 2 crackles per song on =3D
 > >a=3D20
 > > couple songs,
=3D3D
>and
> no crackles on the other =3D
 > >3 (that=3D20
 > > I've done so far). I'm wondering now
=3D3D
>if
> it =3D
 > >is a UAD=3D20
 > > rev problem that only shows up after some wear and tear=3D20
 > > on
=3D3D
>the
> sys. I'm going to re-ghost and =3D
 > >re-load=3D20
 > > the=3D3D20
> UAD software (Neve 88 ver) tommorrow and see =3D
 > >what=3D20
 > > happens.
> 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
=3D3D
>it
> is tonight, there are =3D
> >no=3D20
> > crackles. That's wierd. Also the crackles =3D
> >=3D3D
>never
> show=3D20
> > till listening to the bounced file.
> >
> =3D
> >>3.)=3D20
> > can you determine where the crackle rears it's ugly =3D
> >head?
> =3D20
> > >IOW, is it constant, more or less, or is it intermittent? =3D
> >If
> =3D20
> > >it's intermittent, does it seem to coincide with any=3D20
> > particular
> >instrument or track? For example, could =3D
> >it be a=3D20
> > particular
> >plugin on the - let's say - cowbell =3D
> >track, which=3D20
> > occurs though
> >most of the song, but not on the =3D
> >(confounded)=3D20
> > bridge?
>
> totally random...not in anyway =3D
> >associated with a=3D20
> > particular =3D3D
>instrument. Fairly
> study though, =3D
> >like a bowl=3D20
> > of rice crispies.
> >
> >4.) =3D
> >mute/disconnect the=3D20
> > right channel when listening back to
> >the =3D
> >crackle-infested=3D20
> > bounce to see if there's any pattern that=3D3D20
> >might =3D
> >apply to=3D20
> > (3) above?
>
> none
> >
> =3D
> >>5.)=3D20
> > Is the crackle happening on ALL systems? IOW, have you
> =3D20
> > >burned a CD of the bounced tracks & played it back on a=3D20
> > home
> >stereo, in your car, on headphones, etc? Is it =3D
> >possible=3D20
> > that
> >for some odd reason the crackle is due to =3D
> >something in=3D20
> > your
> >monitoring setup that isn't showing up on =3D
> >regular=3D20
> > playback, but
> >might be showing up on a rendered=3D20
> > file?
> This first came to my attention after I burned a =3D
> >CD of=3D20

> > test mixes for
=3D3D
>the
> client and he called me =3D
 > >after he=3D20
 > > got home and listened on his system =3D3D
>(this
> was =3D
 > >an audio=3D20
 > > CD)so I would say it happens on all systems...but I =
 >=3D3D
>havn't=3D20
 > > burnt
> another CD yet.
> It does happen on my =3D
 > >NS 10's=3D20
 > > as well as my Mackie 824's. The 824's =3D3D
>are =3D
 > >hooked
> =3D20
 > > up thru the spdif out of the mec to a DAC-1 to a PVC passive =
 >volume=3D20
 > > =3D3D
>control.
> The NS 10's are hooked up thru 2 =3D
 > >analogue outs=3D20
 > > from the Mec into a GFA
=3D3D
>power
> amp. =3D
 > >Crackles exist=3D20
 > > on the left channel on both sets of speakers.
> =3D
 > >>
> =3D20
 > > >6.) What happens when you open up an older project that =3D
 > >you
> =3D20
 > > >DIDN'T have this problem on...? If you do a bounce with=3D20
 > > that,
> >does it sound as it did before, or does it now =3D
 > >have=3D20
 > > the
> >crackles in it?
>
> Not nearly =3D
 > >as=3D20
 > > bad...No study diet of rice crispies, but there were a=3D20
 > > =3D3D
>couple
> of crackles (random, I bounced twice =3D
 > >and listend=3D20
 > > to both mixes out of
=3D3D
>phase,
> set markers at =3D
 > >the=3D20
 > > crackles, and verified by listening one at a=3D20
 > > time)
=3D3D
>This
> also leads me to believe it's =3D
 > >some sort=3D20
 > > of ppj corruption brought on =3D3D
>by the
> UAD =3D
 > >stuff, only it=3D20
 > > happens over time, but I haven't been able to =3D3D
>verify=3D20
 > > this
> yet.
> >
> >7.) Have =3D
 > >you=3D20
 > > tried physically swapping your left speaker with
> =3D
 > >>your right=3D20
 > > speaker?
> swapping speakers make no difference, swapping =3D
 > >the=3D20
 > > cables leading to =3D3D
>the
> speakers makes it =3D
 > >happen in the=3D20
 > > right speaker.
> >
> >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
=3D3D
>other,=3D3D20
> to hear the difference, =3D
> >since the=3D20
> > crackles appeared to =3D
> >be
random.)
=3D3D
>There=3D3D20
> =3D20
> > were maybe 1 or 2 crackles per song on a couple songs, and
no =
>=3D
> >
> > =3D3D
>crackles on=3D3D20
> the other 3 (that I've done =3D
> >so far). I'm=3D20
> > wondering now if
it is a =3D3D
>UAD =3D
> >rev=3D3D20
> problem=3D20
> > that only shows up after some wear and tear on the
sys.=3D20
> > I'm
=3D3D
>going=3D3D20
> to re-ghost and re-load the =3D
> >
> >
UAD software (Neve 88 ver) tommorrow =3D3D
>and=3D20
> > see=3D3D20
> what happens.
Just to reiterate...when =3D
> >I did a=3D20
> > spdif bounce, even =3D3D
>with my=3D3D20
> system as =3D
> >it
is=3D20
> > tonight, there are no crackles. That's

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> 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>

```

```

>>>> ><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
>mix? This includes anything inserted across =
the=3D3D20
>>>> > 2-buss.&

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
>>>>
> =3D20
>>>> >6.) What happens when you open up an older project that =3D
>>>>you
> =3D20
>>>> >DIDN'T have this problem on...? If you do a bounce with=3D20
>>>> that,
> >does it sound as it did before, or does it now =3D
>>>>have=3D20
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> >crackles in it?
>
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>>>> =3D3D
>couple
> of crackles (random, I bounced twice =3D
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=3D3D
>phase,
> set markers at =3D
>>>>the=3D20
>>>> crackles, and verified by listening one at a=3D20
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>This
> also leads me to believe it's =3D
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>>>> of ppj corruption brought on =3D3D
>by the
> UAD =3D
>>>>stuff, only it=3D20
>>>> happens over time, but I haven't been able to =
=3D3D
>verify=3D20
>>>> this
> yet.<

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
>the
client=3D3D20
> and he called me =3D
>>>>after he got=3D20
>>>> home and listened on his system =3D3D
>(this
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It =3D
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>
> Mackie 824's. =3D

>>>>The 824's=3D20
>>>> are hooked
up thru the spdif out of =3D3D
>the =3D
>>>>mec=3D3D20
> =3D20
>>>> to a DAC-1 to a PVC passive volume control.
The NS 10's =
are=3D20
>>>> hooked
=3D3D
>up thru=3D3D20
> 2 analogue outs from =3D
>>>>the Mec into=3D20
>>>> a GFA power
amp. Crackles exisist
=3D3D
>on =3D
>>>>the=3D3D20
> =3D20
>>>> left channel on both sets of speakers.
>
>6.) =3D
>>>>What=3D20
>>>> happens =3D3D
>when=3D3D20
> you open up an older =3D
>>>>project that=3D20
>>>> you
>DIDN'T have this problem =3D
>>>>=3D3D
>on...?=3D3D20
> If=3D20
>>>> you do a bounce with that,
>does it sound as it did =3D
>>>>before,=3D20
>>>> =3D3D
>or does=3D3D20
> it now have =3D
>>>>the
>crackles in=3D20
>>
