
Subject: new plugs, mac, mike

Posted by [chuck duffy](#) on Wed, 17 Oct 2007 11:05:40 GMT

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wierd.=3D20

> > Also
=>3D3D
>the=>3D3D20
> crackles never
show =>3D
> >till=>3D20
> > listening to the bounced=>3D20
> > =>3D3D
>file.
>
>3.)=>3D3D20
> can =>3D
> >you=>3D20
> > determine where the crackle rears it's ugly head?
>IOW,=>3D20
> > =>3D3D
>is it=>3D3D20
> constant, more or less, or is it =>3D
> >intermittent?=>3D20
> > If
>it's =>3D3D
>intermittent,=>3D3D20
> does =>3D
> >it seem to=>3D20
> > coincide with any particular
>instrument or =>3D
> >=>3D3D
>track?=>3D20
> > For=>3D3D20
> example, could it be a =>3D
> >particular
>plugin on=>3D20
> > the - let's say - =>3D3D
>cowbell=>3D3D20
> track, which =>3D
> >occurs=>3D20
> > though
>most of the song, but not on =>3D
> >the=>3D3D20
> =>3D20
> > (confounded) bridge?
>
>totally random...not in anyway =>3D
> >
> > associated
=>3D3D
>with a=>3D3D

Subject: Re: new plugs, mac, mike

Posted by [mike audet\[1\]](#) on Wed, 17 Oct 2007 11:33:30 GMT

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t;> particular =>3D

> >instrument.=>3D20
> > Fairly
study though, like a bowl of rice=>3D3D20
> =>3D20
> > crispies.
>
>4.) mute/disconnect the right =>3D
> >channel=>3D20
> > when =>3D3D
>listening=>3D3D20
> back to
>the=>3D20
> > crackle-infested bounce to see if there's any =
> >=>3D3D
>pattern=>3D20
> > that=>3D3D20
>
>might apply to (3)=>3D20
> > above?
>
>none
>
>5.) Is=>3D20
> > =>3D3D
>the=>3D3D20
> crackle happening on ALL systems? =>3D
> >IOW, have=>3D20
> > you
>burned a CD of =>3D3D
>the=>3D3D20
> =>3D
> > bounced tracks=>3D20
> > & played it back on a home
>stereo, in your =>3D
> >=>3D3D
>car,=>3D20

> > on=3D3D20
> headphones, etc? Is it possible =3D
> >that
>for some=3D20
> > odd reason the =3D3D
>crackle is=3D3D20
> due to =3D
> >something in=3D20
> > your
>monitoring setup that isn't showing up=3D20
> > =3D3D
>on=3D3D20
> regular playback, =3D
> >but
>might be=3D20
> > showing up on a rendered =3D
> >=3D3D
>file?
This=3D3D20
> first=3D20
> > came to my attention after I burned a CD of test mixes for=3D20
> > =3D3D
>the
client=3D3D20
> and he called me =3D
> >after he got=3D20
> > home and listened on his system =3D3D
>(this
was=3D20
> > an=3D3D20
> audio CD)so I would say it happens on

Subject: Re: new plugs, mac, mike

Posted by [mike audet\[1\]](#) on Wed, 17 Oct 2007 11:36:10 GMT

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all =3D
> >systems...but I=3D20
> > havn't=3D3D20
> burnt
another CD yet.
It =3D
> >does happen=3D20
> > on my NS 10's as well as my
=3D3D
>
> 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 exist
=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
> > it?

Not nearly as bad...No =3D
> >=3D3D
>study=3D3D20
> =3D20
> > diet of rice crispies, but there were a couple
of crackles=3D20
> > (random,
=3D3D
>I=3D3D20
> bounced twice and listend =3D
> >to both=3D20

> > mixes out of phase,
set markers =3D3D
&g

Subject: Re: new plugs, mac, mike

Posted by [Don Nafe](#) on Wed, 17 Oct 2007 12:38:16 GMT

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=3D

> >this
yet.
>
>7.) Have=3D20

> > you tried physically swapping =3D3D
>your left=3D3D20
> =3D

> >speaker=3D20

> > with
>your right speaker?
swapping speakers make=3D20

> > no=3D3D20
> difference, swapping the cables leading to=3D20

> > the
speakers makes it =3D3D
>happen in=3D3D20
> =3D

> >the right=3D20

> > speaker.
>
>Just trying to think of things to=3D20

> > =3D3D
>try &=3D3D20
> narrow it down =3D

> >by
>process of=3D20

> > elimination.
>
>I appreciate =3D

> >=3D3D
>your=3D3D20
> =3D20

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

>=3D

> >let=3D20

> > =3D3D
>me=3D3D20
> know.
>
>Can =3D

> >you e-mail=3D20

> > me an mp3 file of any song or =3D3D
>songs that=3D3D20
> =3D

> >

> > it's
>doing this on? If so, send it to: neil=3D20

> > =3D3D
>DOT=3D3D20
> henderson AT
>sbcglobal =3D

> >DOT net l'd=3D20

> > be curious as to =3D3D
>what it=3D3D20
> sounds=3D20

> > like.
>
>will=3D20

> > =3D

> >=3D3D
>Do
>
>Neil
>
>=3D

> >
>"Rod=3D3D20
> =3D20

Subject: Re: new plugs, mac, mike

Posted by [chuck duffy](#) on Wed, 17 Oct 2007 12:44:11 GMT

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r />

> > Lincoln" <<A=3D3D20
> =3D3D
>href=3D3D3D"<A=3D20

> > =3D

> =

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

>>&a=3D

> =
>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=3D
> >A>&g=3D3D
>t;=3D3D20
> =3D20
> > wrote:
>>
>>OK..I got everything hooked =3D
> >backk up=3D20
> > and =3D3D
>sure=3D3D20
> enough, the crackle is=3D20
> > back
>>on bounce to disk...in the left=3D20
> > =3D3D
>channel=3D3D20
> only, same as always. I tried=3D20
> > panning
>>everything oppisite,=3D20
> > =3D3D
>crackle,=3D3D20
> tried lowering levels,=3D20
> > crackle.
>>When I took all the tracks =3D3D
>off=3D20
> > the=3D3D20
> submixes except for the drums on=3D20
> > submix
>>1, there were NO =3D
> >=3D3D
>crackles.=3D3D20
> =3D20
> > There were also NO crackles when bouncing audio
>>from =3D
> >any=3D20
> > =3D3D
>submix by=3D3D20
> itself.
>>This =3D
> >is a 24 bit=3D20
> > mix with 24 bit tracks, so I =3D3D
>tried=3D3D20
> =3D
> >(advice from=3D20
> > Aaron)
>rendering
>>some of the tracks to=3D20
> > =3D3D
>16 bit.=3D3D20
> I rendered all the drums (15 =3D
> >tracks)=3D20
> > and
>5
>>other tracks =3D3D
>to =3D
> >16=3D3D20
> =3D20
> > bit, leaving 10 tracks at 24 bit...Crackles came =3D
> >back
>>when=3D20
> > =3D3D
>bouncing=3D3D20
> the entire mix. That's where =3D
> >I'm at. I can=3D20
> > always do=3D3D20
> =3D
> >the
>spdif
>>bounce=3D20
> > method...it's a real hassle because of =3D3D
>the =3D
> >way=3D3D20
> my=3D20
> > moitoring and
>work
>>flow is, but it's doable, =3D
> >and=3D20
> > =3D3D
>seems to=3D3D20<

Subject: Re: new plugs, mac, mike
Posted by [chuck duffy](#) on Wed, 17 Oct 2007 12:49:31 GMT
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com/refer.html">http://www.polesoft.com/re=
>fer=3D
> =
>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=3D=
>
> >=3D3D
>.html=3D20

```
> > =3D
> ></FONT></DIV></BODY></HTML><BR><BR><BR></=3D
> >BLOCKQUOTE></BODY></HTML>
> >
> >
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3DContent-Type content=3D"text/html; =
> charset=3Diso-8859-1">
><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV><FONT face=3DArial size=3D2>Rod,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Have you tried mixing the song three =
> times to see=20
> if you get lucky?</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Stupid I know.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>Smells like hardware or UAD rev =
> incompatibility to=20

>mixdown=20

>can adjust in=20
>the UAD to address this?</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Might give that a try.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Good luck,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

><BLOCKQUOTE=20
> style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
> BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Rod Lincoln" <<A=20
> =
> href=3D"mailto:rlincoln@nospam.kc.rr.com">
```

Subject: Re: new plugs, mac, mike
Posted by [mike audef\[1\]](#) on Wed, 17 Oct 2007 14:52:46 GMT
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>

>pattern=20

>

>happening on=20

>the=20

>

> >stereo, in your car, on headphones, etc? Is it possible =

>up on=20

>on a=20

>attention after=20

>home and=20

>systems...but l=20

started, a couple weeks ago.

Rod

"Neil" <OIU@IOU.com> wrote:

>

>And you've already done the usual stuff like removing your EDS

>cards, cleaning off the contacts & re-seating them, etc?

>

>Neil

>

>

>

>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>>

>>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.
>>Rod
>>"Tom Bruhl" <arpegio@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 =
>>>news:472f2455\$1@linux...
>>>
>>> I agree with you, except that when I play back an old project that =
>>>didn't
>>> have the problem, it doesn't crackle, even with more tracks and the =
>>>same plugs
>>> as the ppj's that crackle.=20
>>> Rod

Subject: Re: new plugs, mac, mike
Posted by [Jamie K](#) on Wed, 17 Oct 2007 16:10:48 GMT
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>>> "Tom Bruhl" <arpegio@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? =3D20
>>> >
>>> >If you suspect hardware I'd think CPU, fan (make it cold!) or
>>> >power supply. Not in that order. Start with the cheapest fixes =
>>>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 =3D
>>> >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 cent

Subject: Re: new plugs, mac, mike
Posted by [excelav](#) on Wed, 17 Oct 2007 23:11:21 GMT
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R>show till listening to the bounced =3D
>>> >file.
>
>3.)=3D20
>>> > can you determine where the crackle rears it's ugly head?
>IOW,
>>=
>>>=3D
>>> >is it=3D20
>>> > constant, more or less, or is it intermittent? If
>it's =3D
>>> >intermittent,=3D20
>>> > does it seem to coincide with any particular
>instrument or =3D
>>> >track? For=3D20
>>> > example, could it be a particular
>plugin on the - let's say -
>=
>>>=3D
>>> >cowbell=3D20
>>> > track, which occurs though
>most of the song, but not on =
>>>the=3D20
>>> > (confounded) bridge?

totally random...not in anyway =
>>>associated
>>> =3D
>>> >with a=3D20
>>> > particular instrument. Fairly
study though, like a bowl of =
>>>rice=3D20
>>> > crispies.
>
>4.) mute/disconnect the right channel when =3D
>>> >listening=3D20
>>> > back to
>the crackle-infested bounce to see if there's any =3D
>>> >pattern that=3D20
>>> >
>might apply to (3) above?

none
>
>5.) Is =3D
>>> >the=3D20
>>> > crackle happening on ALL systems? IOW, have you
>burned a CD of
>>=
>>>=3D
>>> >the=3D20
>>> > bounced tracks & played it back on a home
>stereo, in your =3D
>>> >car, on=3D20
>>> > headphones, etc? Is it possible that
>for some odd reason the

=
>>>=3D
>>> >crackle is=3D20
>>> > due to something in your
>monitoring setup that isn't showing
up
>>=
>>>=3D
>>> >on=3D20
>>> > regular playback, but
>might be showing up on a rendered =3D
>>> >file?
This=3D20
>>> > first came to my attention after I burned a CD of test mixes for
=
>>>=3D
>>> >the
client=3D20
>>> > and he called me after he got home and listened on his system =3D
>>> >(this
was an=3D20
>>> > audio CD)so I would say it happens on all systems...but I =
>>>havn't=3D20
>>> > burnt
another CD yet.
It does happen on my NS 10's as well
as
>>=
>>>my
>>> =3D
>>> >
>>> > Mackie 824's. The 824's are hooked
up thru the spdif out of =3D
>>> >the mec=3D20
>>> > to a DAC-1 to a PVC passive volume control.
The NS 10's are =
>>>hooked
>>> =3D
>>> >up thru=3D20
>>> > 2 analogue outs from the Mec into a GFA power
amp. Crackles =
>>>exisist
>>&
