

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
>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, or parametric filters, with metering at =
every
stage.
>>>>
>>>> How cool is that?
>>>>
>>>> A special thanks goes out to Chuck for his BarbQ. This is =
basically
>a
>>4
>>>> band stereo version of his plugin on steroids.
>>>>
>>>> Enjoy!
>>>> Download at: www.ensoniq.ca
>>>>
>>>> Mike
>>>>
>>>>
>>>>=20
>>>>

>>>
>>
>

I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>

Subject: Rant: Boutique/Vintage BS,...
Posted by [LaMontt](#) on Mon, 15 Oct 2007 14:38:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

r />
> >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, or parametric filters, with metering at =

```

>every
> stage.
> >>>>
> >>>> How cool is that?
> >>>>
> >>>> A special thanks goes out to Chuck for his BarbQ. This is =
>basically
> >a
> >>4
> >>>> band stereo version of his plugin on steroids.
> >>>>
> >>>> Enjoy!
> >>>> Download at: www.ensoniq.ca
> >>>>
> >>>> Mike
> >>>>
> >>>>
> >>>>=20
> >>>
> >>>
> >>
> >
>
>
>
>I choose Polesoft Lockspam to fight spam, and you?
>http://www.polesoft.com/refer.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>Mike, </FONT></DIV>
><DIV><FONT face=3DArial size=3D2>The eq is awesome as I stated in a =
>personal=20
>email.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>As I suggested to you, is it possible =
>to get a=20
>single bypass</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>switch to help achieve unity gain =
>with the=20
>dry?</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2>It does sound much better than what I=20

```

```

>expected.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>The reverb will be great when it shows
=
>up. =20
>Keep up</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>the great work and don't burn =
>out. We need=20
>you!</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Mike Audet" <mike@.....> wrote in message <A=20
> =
>href=3D"news:472de838$1@linux">news: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. All the memory is inside<BR>the chip, =
>and it's=20
> probably all stack based. So, once an instance of a plugin<BR>is =
>loaded,=20
> it can only see its own variables. 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. 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. But, I'm =
>really,<BR>really=20
> close to getting it out.<BR><BR>I was thinking we could

```

Subject: Re: Rant: Boutique/Vintage BS,...
 Posted by [Bill L](#) on Mon, 15 Oct 2007 19:46:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

```

0
> =
href=3D3D"news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I
=3D
>agree=3D20
> with you, except that when I play back an old project that =3D
>didn't<BR>have the=3D20

```

> problem, it doesn't crackl, even with more tracks and the same =3D
 >plugs
as the=3D20
 > ppj's that crackle.
Rod
"Tom Bruhl" <<A=3D20
 > href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net=3D20
 > wrote:
>
>
>Hey Rod,
>Do the crackles repeat=3D20
 > themselves in exactly the same places
>on play back? If =3D
 >not, I'd=3D20
 > look at hardware. Do they show up
>in the waveform or are =3D
 >they to=3D20
 > low in level? =3D3D20
>
>If you suspect hardware I'd think =
 =3D
 >CPU, fan=3D20
 > (make it cold!) or
>power supply. Not in that order. =3D
 >Start=3D20
 > with the cheapest fixes first.
>Maybe you were right way back =
 =3D
 >with the=3D20
 > bad UAD assumption?
>
>Still kickin' Paris=3D20
 > around,
>Tom
>
> "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 =3D
 >=3D3D
>news:472e82a3\$1@linux...
>
> Neil,=3D20
 > thanks for your response. see my answers interleaved =3D
 >below
> =3D20
 > Rod
> "Neil" <<A =3D
 >href=3D3D"mailto:OIU@l.com">OIU@l.com=3D20
 > wrote:
> >
> >This is weird... have you =3D
 >tried=3D20
 > any of the following:
> >
> >1.) pan =3D
 >everything=3D20
 > to center, and then see if it still shows up
> >on the =3D
 >left=3D20
 > channel? or is the crackling then centered?
>
> =3D
 >Everything=3D20
 > Panned Ctr still Crackles
> >
> >2.) =3D
 >removing=3D20
 > ALL plugins & EFX, and bouncing dry/clean like
> =3D
 >>that,=3D20
 > with everything panned as you normally would for this
> =3D
 >>mix?=3D20
 > 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
 > with my system as
=3D3D
>it
> is tonight, there are =3D
 >no=3D20
 > crackles. That's wierd. Also the crackles =3D

>=3D3D
>never
> show=3D

Subject: Re: Rant: Boutique/Vintage BS,...
Posted by [dc\[3\]](#) on Mon, 15 Oct 2007 22:06:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

n =
>=3D3D
>exactly=3D20
> the=3D3D20
>same =3D
>places</DIV>
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>on play back? If not, I'd look =
at=3D20
> =3D3D
>
>hardware. Do they show=3D20
> up</DIV>
><DIV&g

Subject: Re: Boutique/Vintage BS,...
Posted by [Aaron Allen](#) on Mon, 15 Oct 2007 22:55:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

or =3D
>is the=3D20
> crackling then centered?

Everything Panned =3D
>=3D3D
>Ctr=3D20
> still=3D3D20
> Crackles
>
>2.) =3D
>removing ALL=3D20
> plugins & EFX, and =3D3D
>bouncing=3D3D20
> =3D
>dry/clean=3D20
> like
>that, with everything panned as you normally =3D
>=3D3D
>would=3D20
> for=3D3D20
> this
>mix? This includes anything =3D
>inserted=3D20
> across the=3D3D20
> 2-buss.

Bounce with =3D
>No FX=3D20
> (Auxes, both internal and external) =3D
>=3D3D
>still=3D3D20
> =3D20
> Crackles

Bounce with no plugs...this does produce a =3D
>crackle=3D20
> =3D3D
>free=3D3D20
> bounce. I tried this
the =3D
>first time it=3D20
> happened a couple weeks ago,
=3D3D
>and=3D3D20
> =3D
>thought I had it=3D20
> narrowed
down to the UAD plugs. I re-ghosted =3D3D
>to=3D20
> a=3D3D20
> sys version that had an earlier
UAD =3D
>install (can't=3D20
> remember the =3D3D
>number, it=3D3D20
> had the Helios, =3D

>but not the=3D20
 > Neve
88)and the crackles went away, =3D
 >so
=3D3D
>I=3D3D20
> =3D20
 > thought it was a software rev that Paris
didn't like, but =3D
 >just to=3D20
 > =3D3D
>be sure I=3D3D20
> reloaded the new version of =3D
 >the UAD=3D20
 > software
(the one with the Neve
=3D3D
>
> =3D
 >88) and it=3D20
 > still didn't crackle. At that point I
thought it =3D
 >=3D3D
>might=3D20
 > be=3D3D20
> something else altogether and since I am in the=3D20
 > middle
of a mixing
=3D3D
>project=3D3D20
> =3D
 >that I'm=3D20
 > using the Neve 88 plug on a lot (love what it
does) I=3D20
 > just
=3D3D
>went=3D3D20
> for it, listening closely =3D
 >to bounces. I=3D20
 > actually did 2
bounces of =3D3D
>every =3D
 >mix=3D3D20
> and=3D20
 > listened back to both at the same time, out of phase
with=3D20
 > 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 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=3D3D20
> 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
&g

Subject: Re: Rant: Boutique/Vintage BS,...
 Posted by [Neil](#) on Tue, 16 Oct 2007 00:45:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

gt; =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<BR>>16 bit.=3D3D20<BR>> I rendered all the drums (15 =3D
>tracks)=3D20
> and<BR>5<BR>>>other tracks =3D3D<BR>>to =3D
>16=3D3D20<BR>> =3D20
> bit, leaving 10 tracks at 24 bit...Crackles came =3D
>back<BR>>>when=3D20
> =3D3D<BR>>bouncing=3D3D20<BR>> the entire mix. That's where =3D
>I'm at. I can=3D20
> always do=3D3D20<BR>> =3D
>the<BR>spdif<BR>>>bounce=3D20
> method...it's a real hassle because of =3D3D<BR>>the =3D
>way=3D3D20<BR>> my=3D20
> moitoring and<BR>work<BR>>>flow is, but it's doable, =3D
>and=3D20
> =3D3D<BR>>seems to=3D3D20<BR>> work, but I'd like to get this=3D20
> thing<BR>>>figured out.=3D20
> =3D3D<BR>><BR>>>I've=3D3D20<BR>> had it for today. =3D
>Going to=3D20
> crash.<BR>>>Rod<BR>>>"Rod=3D20
> =3D3D<BR>>Lincoln"=3D3D20<BR>> <<A=3D3D20<BR>> =3D20
> =3D3D<BR>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
/A'=3D
=
>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=3D
>A>>=3D3D<BR>>>=3D3D20<BR>> =3D20
> wrote:<BR>>>><BR>>>>Well, I THOUGHT I =3D
>had my=3D20
> "bounce =3D3D<BR>>to=3D3D20<BR>> disk" crackles whipped, but =3D
>they=3D20
> came<BR>>>>back. This time I =3D3D<BR>><BR>> =3D
>re-patched=3D20
> and did a spdif bounce and that seemed=3D3D20<BR>> =3D20
> to<BR>>cure<BR>>>>it. I havn't tried it yet =3D
>with=3D20
> bounce to =3D3D<BR>>disk to=3D3D20<BR>> verify that the=3D20
> crackling<BR>>>>comes back, but I bet it =3D
>=3D3D<BR>>will.=3D20
> I=3D3D20<BR>> wonder what could be causing this?=3D20
> =3D3D<BR>>The<BR>>>last<BR>>>>time=3D20
> I=3D3D20<BR>> did a fresh install of my system (via ghost) and =3D
>it seemed=3D20
> to=3D3D20<BR>> get<BR>>>>>rid of it, for a while. =3D
>I'm going=3D20
> to try a bounce =3D3D<BR>>to disk=3D3D20<BR>> and see if=3D20
> the<BR>>>>>crackles return.<BR>>>>>The way =3D
```

```

>
> =3D3D<BR>>my=3D3D20<BR>> system is set up, because of space =3D
>limitations,=3D20
> and the=3D3D20<BR>> =3D
>fact<BR>>>that<BR>>>>I=3D20
> have to have my drums basically =3D3D<BR>>in the=3D3D20<BR>> =3D
>mix position=3D20
> (facing the other<BR>>>way)<BR>>>>makes it=3D20
> =3D3D<BR>>A=3D3D20<BR>> FREAKIN PITA to crawl behind the gear =3D
>and unplug=3D20
> the=3D3D20<BR>> spdif<BR>cable<BR>>>>going =3D
>to the=3D20
> DAC-1 and re-patch a cable =3D3D<BR>>loop. I=3D3D20<BR>> =3D
>accidently=3D20
> unplugged something<BR>>>>while doing it, and had =3D
>=3D3D<BR>>to=3D20
> rip=3D3D20<BR>> about half the system out to =3D
>find=3D3D20<BR>> =3D20
> =3D
>=3D3D<BR>>it.<BR>ERRRRRRRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>=3D
>>>><BR>><BR></BLO=3D3D<BR>>CKQUOTE><BR>>=3D
>;<DIV><FONT=3D20
> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight =3D
>spam,=3D20
> =3D
>=3D3D<BR>>and=3D3D20<BR>>you?<BR><A=3D3D20<BR>>href=3D3D3D "<A=3D20
> =3D
=
>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D=

>>=3D3D<BR>>.html</A>=3D20
> =3D
></FONT></DIV></BODY></HTML><BR>><BR>><BR></=3D
>BLOCKQUOTE></BODY></HTML>
>
>

```

-----=_NextPart_000_003F_01C81F9F.29678390

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

<HTML><HEAD>

<META http-equiv=3DContent-Type content=3D"text/html; =

>Neve
> =20
 > 88)and the crackles went away, so I thought it was a =
 software rev=20
 =3D
>that
> =3D3D
> =
 >Paris
> =20
 > didn't like, but just to be sure I reloaded the new version =
 of=20
 the
=3D
>UAD
> =3D3D
> =
 >software
> =20
 > (the one with the Neve 88) and it still didn't =
 crackle. At=20
 that =3D
>point
> =3D3D
> =
 >l
> =20
 > thought it might be something else altogether and since I =
 am in=20
 the
=3D
>=3D3D
> >middle
> =
 > of a=20
 mixing project that I'm using the Neve 88 plug on a lot=20
 (love
=3D
>=3D3D
> >what it
> =
 > does)=20
 I just went for it, listening closely to bounces. I=20
 actually
=3D
>did
> =3D3D
> =
 >2
> =20
 > bounces of every mix and listened back to both at the same =
 time,=20
 =3D
>out =3D3D
> >of phase
> =
 > with each=20
 other, to hear the difference, since the crackles =3D
>appeared=20
 =3D3D
> >to be
> >random.) There =
 were maybe=20
 1 or 2 crackles per song on a couple =3D
>songs,
> =20
 =3D3D
> >and
> >no crackles on =
 the other 3=20
 (that I've done so far). I'm wondering =3D
>now
> =20
 =3D3D
> >if
> >it is a UAD rev =
 problem that=20
 only shows up after some wear and tear
=3D
>on
> =20
 =3D3D
> >the
> >sys. I'm going to =
 re-ghost=20
 and re-load the=3D3D20
> >UAD software (Neve 88 =
 ver)=20
 tommorrow and see what happens.
> >Just to=20
 reiterate...when I did a spdif bounce, even with my=20
 system
=3D
>as
> =3D3D
> =
 >it
> =20
 > is tonight, there are no crackles. That's wierd. Also the=20
 crackles
=3D
>=3D3D
> >never
> =
 > show=20

till listening to the bounced file.
> > =20
>
> > >3.) can you determine where the =
crackle=20
rears it's ugly head?
> > >IOW, is it =
constant, more=20
or less, or is it intermittent? If
> > >it's=20
intermittent, does it seem to coincide with any =
particular
> =20
> >instrument or track? For example, could it be a=20
particular
> > >plugin on the - let's say - =
cowbell=20
track, which occurs though
> > >most of the =
song, but=20
not on the (confounded) bridge?
> >
> =
> =20
totally random...not in anyway associated with a particular =
=3D3D
> =20
>instrument. Fairly
> > >study though, like a =
bowl of=20
rice crispies.
> > >
> > =
>4.)=20
mute/disconnect the right channel when listening back to
> =

> >the crackle-infested bounce to see if there's any =
pattern=20
=3D
>that=3D3D20
> > >might apply to (3) =

above?
> >
> > none
> =20
> >
> > >5.) Is the crackle =
happening on=20
ALL systems? IOW, have you
> > >burned a CD of =
the=20
bounced tracks & played it back on a home
> > =

>stereo, in your car, on headphones, etc? Is it possible =
that
> =20
> >for some odd reason the crackle is due to something in=20
your
> > >monitoring setup that isn't showing =
up on=20
regular playback, but
> > >might be showing up =
on a=20
rendered file?
> > This first came to my =
attention after=20
I burned a CD of test mixes =3D
>for
> =
=3D3D
> =20
>the
> > client and he called me after he got =
home and=20
listened on his =3D
>system =3D3D
> =

>(this
> =20
> was an audio CD)so I would say it happens on all =
systems...but I=20
=3D
>=3D3D
> >haven't burnt
> =
> another=20
CD yet.
> > It does happen on my NS 10's as well =
as my=20
Mackie 824's. The 824's
=3D
>=3D3D
> =
>are

Subject: Re: Rant: Boutique/Vintage BS,...
Posted by [LaMontt](#) on Tue, 16 Oct 2007 03:05:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

=20
hooked
> > up thru the spdif out of the mec to a =
DAC-1 to=20
a PVC passive volume
=3D
>=3D3D
> =
>control.
> =20
> The NS 10's are hooked up thru 2 analogue outs from the Mec =
into=20
a
=3D
>GFA
> =3D3D
> =
>power
> =20
> amp. Crackles exist on the left channel on both sets of=20
speakers.
> > >
> > =
>6.) What=20
happens when you open up an older project that you
> =
> =20
>DIDN'T have this problem on...? If you do a bounce with=20
that,
> > >does it sound as it did before, or =
does it=20
now have the
> > >crackles in =
it?
> =20
>
> > Not nearly as bad...No study diet of =
rice=20
crispies, but there were
=3D
>a =3D3D
> =20
>couple
> > of crackles (random, I bounced =
twice and=20
listend to both mixes out
=3D
>of
> =
=3D3D
> =20
>phase,
> > set markers at the crackles, and =
verified=20
by listening one at a =3D
>time)
> =
=3D3D
> =20
>This
> > also leads me to believe it's some =
sort of=20
ppj corruption brought =3D
>on =3D3D
> >by =

the
> =20
> UAD stuff, only it happens over time, but I haven't been =
able to=20
=3D
>=3D3D
> > verify this
> =
> =20
yet.
> > >
> > >7.) =
Have you=20
tried physically swapping your left speaker with
> =
> =20
>your right speaker?
> > swapping speakers =
make no=20
difference, swapping the cables leading =3D
>to =
=3D3D
> =20
>the
> > speakers makes it happen in the right =
speaker.
> > >
> > =
>Just=20
trying to think of things to try & narrow it down by
> =
> >process of elimination.
> =
>
> =20
> I appreciate your thought process. If this makes a light go =
off=20
for
=3D
>=3D3D
> >you,
> =
> please let=20
me know.
> > >
> > =
>Can you=20
e-mail me an mp3 file of any song or songs that it's
> =
> =20
>doing this on? If so, send it to: neil DOT =
henderson=20
AT
> > >sbcglobal DOT net I'd be =
curious=20
as to what it sounds like.
> >
> > =
will=20
Do
> > >
> > =20
>Neil
> > >
> > =20
>
> > >"Rod Lincoln" <<A=20
=
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
t;=20
wrote:
> > >>
> > =20
>>OK..I got everything hooked backk up and sure enough, the=20
crackle
=3D
>is
> =3D3D
> =
>back
> =20
> >>on bounce to disk...in the left channel only, same =
as=20
always. I =3D
>=3D3D
> >tried =

panning
> =20
 > >>everything opposite, crackle, tried lowering =
 levels,=20
 crackle.
> > >>When I took all the tracks =
 off the=20
 submixes except for the drums
=3D
>on
> =
 =3D3D
> =20
 >submix
> > >>1, there were NO crackles. =
 There=20
 were also NO crackles when =3D
>bouncing
> =
 =3D3D
> =20
 >audio
> > >>from any submix by=20
 itself.=3D3D20
> > >>This is a 24 bit mix =
 with 24 bit=20
 tracks, so I tried (advice from
=3D
>=3D3D
> =20
 >Aaron)
> > >>rendering
> =
 > =20
 >>some of the tracks to 16 bit. I rendered all the drums (15=20
 =3D
>tracks) =3D3D
> >>and
> =
 > =20
 5
> > >>other tracks to 16 bit, leaving 10 =
 tracks=20
 at 24 bit...Crackles =3D
>came
> =3D3D
> =

 >back
> > >>when bouncing the entire =
 mix. That's=20
 where I'm at. I can always =3D
>do =3D3D
> =
 >the
> =20
 > spdif
> > >>bounce method...it's =
 a real=20
 hassle because of the way my =3D
>moitoring =3D3D
> =20
 >and
> > work
> > =
 >>flow=20
 is, but it's doable, and seems to work, but I'd like to=20
 get
=3D
>=3D3D
> >>this thing
> =
 > =20
 >>figured out.=3D3D20
> > >>I've had =
 it for=20
 today. Going to crash.
> > =
 >>Rod
> =20
 > >>"Rod Lincoln" <A=20
 =
 href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com=
 >=20
 wrote:
> > >>>
> > =20
 >>>Well, I THOUGHT I had my "bounce to disk" crackles =
 whipped,=20
 but
=3D
>=3D3D
> >>they came
> =

>=20
>>back. This time I re-patched and did a spdif bounce and =
that=20
=3D
>seemed
>=3D3D
>=20
>to
>=20
>>cure
> > > >it. I haven't =
tried it=20
yet with bounce to disk to verify that =
the
=3D
>=3D3D
>=20
>crackling
> > > >comes back, but I =
bet it=20

Subject: Re: Boutique/Vintage BS,...
Posted by [Aaron Allen](#) on Tue, 16 Oct 2007 06:03:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

something
> > >=20
>>>while doing it, and had to rip about half the system out =
to=20
=3D
>find =3D3D
> >it.
> > >=20
ERRRRRRRRRRRRRRRRRRRR!
> > > =
>>>Rod
>=20
>> >>>
> > > >
>=20
>>
> >>
> >>
> >>I choose =
Polesoft=20
Lockspam to fight spam, and you?
>=20
>http://www.polesoft.com/refer.html >=3D20
>=20
>>
> >><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
Transitional//EN">>
> > =
>><!HTML>><!HEAD>>
>=20
>><!META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=20
=3D3D
> >> charset=3D3D3Diso-8859-1">>
> > =
>><!META=20
content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>>
>=20
>><!STYLE>><!STYLE>>
> > =
>><!HEAD>>
>=20
>><!BODY bgColor=3D3D3D#ffffff>>
> > =
>><!DIV>><!FONT=20
face=3D3D3DArial size=3D3D3D2>>Hey =
Rod,<!FONT>><!DIV>>
> >=20
>><!DIV>><!FONT face=3D3D3DArial size=3D3D3D2>>Do the =
crackles repeat=20
=3D
>themselves in =3D3D
> > >exactly =
the=3D3D20
> >=20
>>same places<!FONT>><!DIV>>
> > =
>><!DIV>><!FONT=20

face=3D3D3DArial size=3D3D3D2>on play back? If not, I'd look =
 =3D
>at=20
 =3D3D
> >
> >hardware. Do they show=20
 up</DIV>
> ></DIV></FONT=20
 face=3D3D3DArial size=3D3D3D2>in the waveform or are they to =
 =3D
>low in=20
 =3D3D
> >level? =3D3D20
> >=20
 ></DIV>
> ></DIV></FONT=20
 face=3D3D3DArial size=3D3D3D2> =
 </DIV>
> >=20
 ></DIV>If you =
 suspect hardware=20
 I'd =3D
>think CPU,
> >=3D3D
> >=20
 ></FONT=3D3D20
> >>face=3D3D3DArial=20
 size=3D3D3D2>fan (make it cold!) =
 or</DIV>
> >=20
 ></DIV>power supply. =
 Not in that=20
 =3D3D
> >order. Start=3D3D20
> >with=20
 the cheapest =
 fixes=20
 =3D3D
> >first.</DIV>
> >=20
 ></DIV>Maybe you =
 were right way=20
 back =3D
>with the
> >=3D3D
> >>bad=20
 UAD=3D3D20
> >=
 >assumption?</DIV>
> >=20
 ></DIV> =

 </DIV>
> ></DIV></FONT face=3D3D3DArial=20
 size=3D3D3D2>Still kickin' Paris =3D3D
> >=20
 >around,</DIV>
> >=
 ></DIV></FONT=20
 face=3D3D3DArial =
 size=3D3D3D2>Tom</DIV>>
> >=20
 ></DIV> =

 </DIV>
> ></BLOCKQUOTE=3D3D20
> >=20
 ></FONT=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
 5px;=20
 =3D
>=3D3D
> >>BORDER-LEFT: #000000 2px solid; =
 MARGIN-RIGHT:=20
 0px">
> > ></DIV>"Rod Lincoln"=20
 <</A=3D3D20
> >> >=3D3D
> >=20
 =3D
>>>href=3D3D3D"<A=20
 =
 href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.comm=
 ailito:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A/>=3D=

>&g=3D3D
&g=20
&g;t=3D3D20
&g=20; &g=20; wrote in message =
<A=3D3D20
&g=20;=20
&g=20; =3D3D
&g=20; =3D
&g=20;href=3D3D3D"<A=20
=
href=3D'news:472e82a3\$1@linux">news:472e82a3\$1@linux...</DIV>
N'>n=
ews:472e82a3\$1@linux"&g=20;news:472e82a3\$1@linuxg=20;...</DIV>&g=20;=&l=
t;BR&g=20;N=3D
&g=20;eil=3D3D
&g=20;=20
&g=20;=3D3D20
&g=20; &g=20; thanks for your response. see my =
answers=20
interleaved =3D3D
&g=20;=20
&g=20;below<BR&g=20;Rod<BR&g=20;"Neil"=3D3D20
&g=20; &g=20; =
<<A=20
href=3D3D3D"<A=20
=
href=3D'mailto:OIU@l.com">OIU@l.com'mailto:OIU@l.com"&g=20;OIU@l.com<=
;/A&g=20;=20
=3D3D
&g=20; &g=20;wrote:<BR&g=20;<BR&g=20;&a mp;g=20;This=20
is=3D3D20
&g=20; &g=20; weird... have you tried any of the=20
following:<BR&g=20;<BR&g=20;&g t;1.) pan=3D3D20
&g=20; =
&g=20;=20
everything to center, and then see if it still shows =
up<BR&g=20;&g=20;on=20
the
=3D
&g=20;=3D3D
&g=20; &g=20;left=3D3D20
&g=20; =
&g=20;=20
channel? or is the crackling then =
centered?<BR&g=20;<BR&g=20;Everything=20
=3D
&g=20;Panned =3D3D
&g=20; &g=20;Ctr =
still=3D3D20
&g=20; &g=20;=20
Crackles<BR&g=20;<BR&g=20;&g=20; 2.) removing ALL plugins &g=20; =
EFX, and=20
=3D3D
&g=20; &g=20;bouncing=3D3D20
&g=20; &g=20; =
dry/

Subject: Re: Rant: Boutique/Vintage BS,...
Posted by [TCB](#) on Tue, 16 Oct 2007 13:28:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

p;=20
&g=20;with my=3D3D20
&g=20; &g=20; system as it<BR&g=20;is =
tonight,=20
there are no crackles. That's wierd. =3D
&g=20;Also
&g=20;=20
=3D3D
&g=20; &g=20;the=3D3D20
&g=20; &g=20; crackles=20
never<BR&g=20;show till listening to the bounced =3D3D
&g=20;=20
&g=20;file.<BR&g=20;<BR&g=20;&am p;g=20;3.)=3D3D20
&g=20; =
&g=20; can you=20
determine where the crackle rears it's ugly=20

head?

IOW,
=3D

=3D3D

is=20
it=3D3D20

constant, more or less, or is it=20
intermittent? If

it's =3D3D

=20

intermittent,=3D3D20

 does it seem to =
coincide with=20
any particular

instrument or =3D3D

 =

track?=20
For=3D3D20

 example, could it be a=20
particular

plugin on the - let's say - =
=3D

=3D3D

=20

cowbell=3D3D20

 track, which occurs=20
though

most of the song, but not on=20
=3D

the=3D3D20

 (confounded)=20
bridge?

totally random...not in anyway=20
=3D

associated

=3D3D

with=20
a=3D3D20

 particular instrument. =
Fairly

study=20
though, like a bowl of =3D

rice=3D3D20

 =

crispies.

4.) mute/disconnect the right =
channel=20
when =3D3D

listening=3D3D20

 =
back=20
to

the crackle-infested bounce to see if there's any=20
=3D3D

pattern that=3D3D20

=20

might apply to (3)=20
above?

none
&

5.) Is=20
=3D3D

the=3D3D20

 crackle =
happening on=20
ALL systems? IOW, have you

burned a CD=20
of
=3D

=3D3D

the=3D3D20

 =

 bounced=20
tracks & played it back on a home

stereo, in your=20
=3D3D

car, on=3D3D20

 =
headphones, etc?=20
Is it possible that

for some odd reason the=20
=3D

=3D3D

crackle is=3D3D20

 =

 due to=20
something in your

monitoring setup that isn't showing=20
up
=3D

=3D3D

on=3D3D20

 =

 regular=20
playback, but

might be showing up on a rendered =
=3D3D

=20

file?

This=3D3D20

 first came to =
my=20
attention after I burned a CD of test mixes for =
=3D

=3D3D

=20

the

client=3D3D20

 and he called =

me after=20
he got home and listened on his system =3D3D
> =20
>(this
was an=3D3D20
> > audio CD)so =
I would=20
say it happens on all systems...but I =
=3D
>havn't=3D3D20
> =20
> burnt
another CD yet.
It does happen on =
my NS=20
10's as well as
=3D
>my
> =3D3D
> =20
>
> > Mackie 824's. The 824's are =
hooked
up=20
thru the spdif out of =3D3D
> >the =
mec=3D3D20
> =20
> to a DAC-1 to a PVC passive volume control.
The NS =
10's=20
are =3D
>hooked
> =3D3D
> >up=20
thru=3D3D20
> > 2 analogue outs from the Mec into =
a GFA=20
power
amp. Crackles =3D
>exisist
> =
=3D3D
> =20
>on the=3D3D20
> > left channel on both sets =
of=20
speakers.
>
> ;6.) What happens=20
=3D
>=3D3D
> >when=3D3D20
> =
> you open up=20
an older project that you
>DIDN'T have this=20
problem
=3D
>=3D3D
> =
>on...?=3D3D20
> > =20
If you do a bounce with that,
>does it sound as it did =
before,=20
=3D
>=3D3D
> >or does=3D3D20
> =
> it now=20
have the
>crackles in it?

Not nearly as =

bad...No =3D
>=3D3D
> >study=3D3D20
> =
> =20
diet of rice crispies, but there were a couple
of cr

Subject: Re: Rant: Boutique/Vintage BS,...
Posted by [DC](#) on Tue, 16 Oct 2007 14:01:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

;swapping speakers make=20
=3D
>no=3D3D20
> > difference, swapping the =
cables=20
leading to the
speakers makes =
it
=3D
>=3D3D
> =20

>happen in=3D3D20
> > the right=20
speaker.
>
> Just trying to think of things to=20
=3D3D
> >try &=3D3D20
> > =
narrow it down=20
by
>process of elimination.

I =
appreciate=20
=3D
>=3D3D
> >your=3D3D20
> =
> thought=20
process. If this makes a light go off for you,
>please =
=3D
>let=20
=3D3D
> >me=3D3D20
> > =20
know.
>
>Can you e-mail me an mp3 file of any =
song or=20

Subject: Re: Rant: Boutique/Vintage BS,...
Posted by [LaMontt](#) on Tue, 16 Oct 2007 21:57:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

>> listened back to both at the same time, out of phase
with=20
>>since the=20
>> crackles appeared to =
>> were maybe 1 or 2 crackles per song on a couple songs, and
no =
>>
>>so far). I'm=20
>> wondering now if
it is a =3D
>UAD =
>> that only shows up after some wear and tear on the
sys.=20
>>
>>
UAD software (Neve 88 ver) tommorrow =3D
>and=20
>>I did a=20
>>it
is=20
>> tonight, there are no crackles. That's wierd.=20
>>till=20
>> listening to the bounced=20
>>you=20
>> determine where the crackle rears it's ugly head?
>IOW,=20

>>intermittent?=20

>>it seem to=20

>> coincide with any particular
>instrument or =

>>=3D
>track?=20

>>particular
>plugin on=20

>> the - let's say - =3D<

Subject: Re: Rant: Boutique/Vintage BS,...

Posted by [dc\[3\]](#) on Tue, 16 Oct 2007 22:04:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

>>occurs=20

>> though
>most of the song, but not on =

>> (confounded) bridge?

totally random...not in anyway =

>>

>>instrument.=20

>> crispies.
>
>4.) mute/disconnect the right =

>>channel=20

>> crackle-infested bounce to see if there's any =3D
>pattern=20

>> above?

none
>
>5.) Is=20

>>IOW, have=20

>>bounced tracks=20

>> & played it back on a home
>stereo, in your =

>>=3D
>car,=20

>>that
>for some=20

>>something in=20

>> your
>monitoring setup that isn't showing up=20

>>but
>might be=20

>> showing up on a rendered =

>> came to my attention after I burned a CD of test mixes for=20

>>after he got=20

>> home and listened on his system =3D
>(this
was=20

>>systems...but I=20

>>does happen=20

>>The 824's=20

>> are hooked
up thru the spdif out of =3D
>the =

>> to a DAC-1 to a PVC passive volume control.
The NS 10's are=20

>>the Mec into=20

>> a GFA power
amp. Crackles exist
=3D
>on =

>> left channel on both sets of speakers.
>
>6.) =

>

Subject: Re: Rant: Boutique/Vintage BS,...

Posted by [dc\[3\]](#) on Tue, 16 Oct 2007 22:06:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

;>What=20

>>project that=20

>> you
>DIDN'T have this problem =

>

Subject: Re: Rant: Boutique/Vintage BS,...

Posted by [LaMontt](#) on Wed, 17 Oct 2007 00:29:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

e 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 =

>=3D3D

> > >instrument. Fairly

> > > st
