

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
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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
> >>
> >>
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> >>>"Mike Audet" <mike@....> wrote in message news:472923eb\$1@linux...
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> >>>> 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.</DIV>
><DIV>The reverb will be great when it shows
=
>up. =20
>Keep up</DIV>
><DIV>the great work and don't burn =
>out. We need=20
>you!</DIV>
><DIV>Tom</DIV>
><DIV> </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...</DIV>
Hi=20
> Dimitrios,

Thanks for your kind words!

I've been reading
=
>up more=20
> on the architecture of the ESP2, and I'm not sure
I can make one =
>plugin=20
> instance talk to another. All the memory is inside
the chip, =
>and it's=20
> probably all stack based. So, once an instance of a plugin
is =
>loaded,=20
> it can only see its own variables. But it is something I'd =
>like
to=20
> try and work around, if possible. :)

One thing I did get =
>working,=20
> though, is the big reverb. I still have to
figure out what =
>parameters=20
> to sent it - there's like 25 of them or something
with next to no=20
> documentation, and I have to build a GUI. But, I'm =
>really,
really=20
> close to getting it out.

I was thinking we could

Subject: Re: Rant: Boutique/Vintage BS,...
Posted by [Bill L](#) on Mon, 15 Oct 2007 19:46:33 GMT
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0
> =
>href=3D3D"news:472f2455\$1 @linux">news:472f2455\$1 @linux...</DIV>
I
=3D
>agree=3D20
> with you, except that when I play back an old project that =3D
>didn't
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
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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
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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 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
> 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

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
&g

Subject: Re: Rant: Boutique/Vintage BS, ...
Posted by [Neil](#) on Tue, 16 Oct 2007 00:45:50 GMT
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gt; submix by itself.

This
> is a 24 bit
> mix with 24 bit tracks, so I

tried

=
> (advice from
> Aaron)

rendering

> some of the tracks to

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

>
> =3D3D
>my=3D3D20
> system is set up, because of space =3D
>limitations,=3D20
> and the=3D3D20
> =3D
>fact
>>that
>>>I=3D20
> have to have my drums basically =3D3D
>in the=3D3D20
> =3D
>mix position=3D20
> (facing the other
>>way)
>>>makes it=3D20
> =3D3D
>A=3D3D20
> FREAKIN PITA to crawl behind the gear =3D
>and unplug=3D20
> the=3D3D20
> spdif
cable
>>>going =3D
>to the=3D20
> DAC-1 and re-patch a cable =3D3D
>loop. I=3D3D20
> =3D
>accidently=3D20
> unplugged something
>>>while doing it, and had =3D
>=3D3D
>to=3D20
> rip=3D3D20
> about half the system out to =3D
>find=3D3D20
> =3D20
> =3D
>=3D3D
>it.
ERRRRRRRRRRRRRRRRRRRRRR!
>>>Rod
=3D
>>>>
>
</BLO=3D3D
>CKQUOTE>
>=3D
>;<DIV><FONT=3D20
> size=3D3D3D2>

I choose Polesoft Lockspam to fight =3D
>spam,=3D20
> =3D
>=3D3D
>and=3D3D20
>you?
<A=3D3D20
>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
>.html=3D20
> =3D
></DIV></BODY></HTML>
>
>
</=3D
>BLOCKQUOTE></BODY></HTML>
>
>

-----=_NextPart_000_003F_01C81F9F.29678390

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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
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=3D
 did
 =3D3D
 =
>2
 =20
> bounces of every mix and listened back to both at the same =
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=3D
 out =3D3D
 of phase
 =
> with each=20
other, to hear the difference, since the crackles =3D
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=3D3D
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 =20
=3D3D
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(that I've done so far). I'm wondering =3D
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=3D3D
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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
tomorrow 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?
> > > LOW, 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
> >
> > > client and he called me after he got =
home and=20
listened on his =3D
>system =3D3D
> =

panning
> =20
 > >>everything oppisite, 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
> =
>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
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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,</DIV>
> =20
><DIV>Do the =
crackles repeat=20
=3D
>themselves in =3D3D
> > exactly =
the=3D3D20
> =20
> same places</DIV>
> =
><DIV><FONT=20

face=Arial size=24;on play back? If not, I'd look =
=3D
>at=20
=3D3D
> >
> >hardware. Do they show=20
up</DIV>
> ></DIV></FONT=20
face=Arial size=24;in the waveform or are they to =
=3D
>low in=20
=3D3D
> >level? =3D3D20
> >=20
></DIV>
> ></DIV></FONT=20
face=Arial size=24; =
</DIV>
> >=20
></DIV></FONT face=Arial size=24;If you =
suspect hardware=20
I'd =3D
>think CPU,
> >=3D3D
> >=20
></FONT=3D3D20
> >face=Arial=20
size=24;fan (make it cold!) =
or</DIV>
> >=20
></DIV></FONT face=Arial size=24;power supply. =
Not in that=20
=3D3D
> >order. Start=3D3D20
> >with=20
</FONT face=Arial size=24;the cheapest =
fixes=20
=3D3D
> >first.</DIV>
> >=20
></DIV></FONT face=Arial size=24;Maybe you =
were right way=20
back =3D
>with the
> >=3D3D
> >bad=20
UAD=3D3D20
> >=
>assumption?</DIV>
> >=20
></DIV></FONT face=Arial size=24; =

</DIV>
> ></DIV></FONT face=Arial=20
size=24;Still kickin' Paris =3D3D
> >=20
>around,</DIV>
> >=
></DIV></FONT=20
face=Arial =
size=24;Tom</DIV> >
> >=20
></DIV></FONT face=Arial size=24; =

</DIV>
> ></BLOCKQUOTE=3D3D20
> >=20
></DIV></FONT style=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
>></A=20
=
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A'>m=
ailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=3D=

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

Everything=20
=3D
>Panned =3D3D
> >Ctr =
still=3D3D20
> > =20
Crackles
>
> 2.) removing ALL plugins & =
EFX, and=20
=3D3D
> >bouncing=3D3D20
> > =
dry/

Subject: Re: Rant: Boutique/Vintage BS,...
Posted by [TCB](#) on Tue, 16 Oct 2007 13:28:43 GMT
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p; =20
>with my=3D3D20
> > system as it
is =
tonight,=20
there are no crackles. That's wierd. =3D
>Also
> =20
=3D3D
> >the=3D3D20
> > crackles=20
never
show till listening to the bounced =3D3D
> =20
>file.
>
&am p;gt;3.)=3D3D20
> =
> =20
> can you=20
determine where the crackle rears it's ugly=20

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
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;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
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>> 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

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>>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 l=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

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;>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

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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
