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Subject: Paris Tip with popping when using DX on cut audio tracks !

Posted by [Dimitrios](#) on Sat, 29 Mar 2008 12:33:03 GMT

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I am sure you all have this problem when you cut an audio track in pieces then by using DX effects there is pop occuring on start and end of cut pieces of audio.

For workaroud you should have an empty 24bit or 16bit audio file (created by wavelab for instance) and then cut a small piece of this empty file as big as your gap(s) are.

Then you crossfade it with actual audio file and then the pop goes away.

If you use freeform you have also to asign these small empty pieces of audio with the same instrument as your actual audio is.

Even if you have a long audio file these opos occur at the very start and end of the audio file.

Thus you can put this empty portion before and after to avoid clicks and pops.

Hope this helps.

Regards,

Dimitrios

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