Subject: Crackling on disk Bounce
Posted by Rod Lincoln on Fri, 19 Oct 2007 14:40:37 GMT
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I've come up against a problem that I havn't had until know. When I mix using
bounce to disk I get a crackling on the bounced file. It doesn't crackle
during the bounce, but when I play back the bounced file, it crackles on
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individual sub groups. Crackling is present in all instances.
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I would welcome the advice.

I'm not pushing the levels so it's not "over" induced and I run my master
fader at -0.03
Crackling is present even when bouncing a sub mix with one track on it. No
overload light on submix.
Rod

Subject: Re: Crackling on disk Bounce
Posted by LaMontt on Fri, 19 Oct 2007 14:47:27 GMT
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Hi Rod.. Try bouncing onto another drive on you system to take the load off
of your recording drive.

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

Subject: Re: Crackling on disk Bounce
Posted by John [1] on Fri, 19 Oct 2007 15:31:02 GMT
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And if you're in XP, disable all the services discussed on my tweaks page.

www.kfocus.com/paris

my cubase one is probably more thorough too

www.kfocus.com/cubase

Subject: Re: Crackling on disk Bounce
Posted by Rod Lincoln on Fri, 19 Oct 2007 16:18:43 GMT
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Lamont...Tried it...no worky. Keep those ideas coming though. thanks
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"LaMont" <jjdpro@gmail.com> wrote:
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Subject: Re: Crackling on disk Bounce
Posted by Neil on Fri, 19 Oct 2007 16:27:25 GMT
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Could it be the EDS card that the bounced channels are playing
though? IOW, are you importing the bounced mix into a different
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Neil

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Subject: Re: Crackling on disk Bounce
Posted by Rod Lincoln on Fri, 19 Oct 2007 16:37:44 GMT

No, I've thought of that and ruled that out. I Played the bounced files in
both the ppj that I mixed in, plus I opened them in a fresh ppj and tested
on various submixes. Snap, crackle, and Pop on all.
At this point I'm suspecting a 1. bad eds card 2. word clock issues 3. corrupt
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rod
"Neil" <IOUOI@IOU.com> wrote:
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>>>>Rod
>>>

>>
>

Subject: Re: Crackling on disk Bounce
Posted by Rod Lincoln on Fri, 19 Oct 2007 16:38:51 GMT
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I've had that stuff turned off since day one. (checked again, to be sure)
Thanks though.
Rod
"John" <no@No.com> wrote:
>
>And if you're in XP, disable all the services discussed on my tweaks page.
>
>
>www.kfocus.com/paris
>
>my cubase one is probably more thorough too
>
>www.kfocus.com/cubase

Subject: Re: Crackling on disk Bounce
Posted by John [1] on Fri, 19 Oct 2007 16:51:24 GMT
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If you pull the cards, clean the contacts and the daughterboard contacts too
with a contact cleaner

Subject: Re: Crackling on disk Bounce
Posted by Aaron Allen on Fri, 19 Oct 2007 18:13:33 GMT
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Have you tried bouncing the bus through an global external insert then using
SPDIF to tap/record to a set of tracks, ala BT Autotune trick?

AA

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:4718dd58$1@linux...
>
> No, I've thought of that and ruled that out. I Played the bounced files in
> both the ppj that I mixed in, plus I opened them in a fresh ppj and tested
> on various submixes. Snap, crackle, and Pop on all.

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>>>>>Rod
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>>>

>>
>

Subject: Re: Crackling on disk Bounce
Posted by EK Sound on Fri, 19 Oct 2007 18:24:32 GMT
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Any plugs running? Autotune is bad for this if the input to the plug is
hot.

David.

Rod Lincoln wrote:
> No, I've thought of that and ruled that out. I Played the bounced files in
> both the ppj that I mixed in, plus I opened them in a fresh ppj and tested
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>>>>>Rod
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Subject: Re: Crackling on disk Bounce
Posted by Rod Lincoln on Fri, 19 Oct 2007 18:50:58 GMT
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Yeah...all sorts of plugs. No auto tune though. It's not related anything
too hot...happens sometimes in quite parts also
It looks like it may by related to the UAD 4.7 plugs, the one with the Neve
88rs. I re-ghosted my system back to a version with UAD 4.6, did a bounce
(of course I was missing the 88rs plugs) and it was clean. At the time I
thought it was just because I had a fresh install of the OS, Paris, etc.
I then re-installed the UAD 4.7 to get back the Neve 88rs plug and I started
getting the same problem. I'm going to set up a quick mix on a fresh ppj
to rule out a corrupted ppj, but that's where I'm at right now.
Rod
EK Sound <ask_me@nospam.net> wrote:
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>>>>>>Rod
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Subject: Re: Crackling on disk Bounce
Posted by Rod Lincoln on Fri, 19 Oct 2007 18:56:51 GMT
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I thought of that, but havn't tried it yet. 2 reasons. 1.right now, I'm using
the spdif on the A card to connetc to the DAC-1, which connects to my monitors.
I'd have to change that all around, and right now, I'm hoing not to have
to go through that, as it's next to impossible to get to the back of my Mecs.
2. It seems like, while that may prove to be an acceptable work around, I'd
like to get to the bottom of whats going on that causes the problem in the
first place.
I'll probably end up trying it, if I can't get it sussed out.
check my response to EK's post for what I've found out so far.
Thanks
Rod

"Aaron Allen" <know-spam@not_here.dude> wrote:
>Have you tried bouncing the bus through an global external insert then using

>SPDIF to tap/record to a set of tracks, ala BT Autotune trick?
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>AA
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>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
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Subject: Re: Crackling on disk Bounce
Posted by Aaron Allen on Sat, 20 Oct 2007 00:17:21 GMT
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drag. Well, I guess you could always pull up a more current box, set up
super low latency and native/adat pipe the plugs if Paris won't get along.

AA

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:4718fc92$1@linux...
>
> Yeah...all sorts of plugs. No auto tune though. It's not related anything
> too hot...happens sometimes in quite parts also
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>>>>>>>Rod
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>>>
>

Subject: Re: Crackling on disk Bounce
Posted by audioguy_editout_ on Wed, 24 Oct 2007 05:01:35 GMT
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Render the plug, redo the mix without the plug on.

David.

Rod Lincoln wrote:
> Well...I had to go out of town for a couple days and since I've got back I've
> been trouoble shooting the problem I posted about last week.
> I've definatly got it narrowed down to the UAD plugs. Now I think it may
> be a bad UAD card. Not sure yet, still more tests to do tommorrow. It's either
> a software rev. mismatch with Paris, or a card. I ghosted my system back
> to the 4.6 UAD version and I still get clicks and pops. I think I have a
> 4.5 version ghosted. going to try that tommorrow. If it still has the pops,
> I'll start pulling cards. Got 3 of em.
> When I get rid of the UAD plugs the pops go away.
> No, I'm not driving the plugs too hard. :-)
> No overs anywhere. I set up an incrediably safe mix for testing this.
> Rod

Subject: Re: Crackling on disk Bounce
Posted by Rod Lincoln on Wed, 24 Oct 2007 05:05:46 GMT

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Well...I had to go out of town for a couple days and since I've got back I've
been trouoble shooting the problem I posted about last week.
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be a bad UAD card. Not sure yet, still more tests to do tommorrow. It's either
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I'll start pulling cards. Got 3 of em.
When I get rid of the UAD plugs the pops go away.
No, I'm not driving the plugs too hard. :-)
No overs anywhere. I set up an incrediably safe mix for testing this.
Rod

Subject: Re: Crackling on disk Bounce
Posted by mike audet[1] on Wed, 24 Oct 2007 12:50:37 GMT
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Hi Rod,

I'm pretty sure this happens because there aren't enough CPU resources.
If you have hyperthreading turned off, I've been using a dual core fix for
a couple of months now with no issues. We could try turning hyperthreading
on and using the fix to see if that solves the crackle.

Good luck!

Mike
"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>
>Well...I had to go out of town for a couple days and since I've got back
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>been trouoble shooting the problem I posted about last week.
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>No, I'm not driving the plugs too hard. :-)
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>Rod

Subject: Re: Crackling on disk Bounce
Posted by Rod Lincoln on Wed, 24 Oct 2007 13:47:57 GMT
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Yeah, I'll take you up on that. So you think by turning hyperthreading on,
and usuing your dual core fix, which will fix the hyperthreading issue, it
will fix the problem?
Just to give you a little more info. I just tried a bounce to disk of a mix
that only contained 1 track of UAD plugs..Uad Fairchild and Cambridge. I
still got clicks and pops (about 6 total). when I get rid of all the UAD
plugs there are no clicks or pops.
I have 3 UAD cards.
I'd be willing to give it a try. Thanks
Rod
"Mike Audet" <mike@....> wrote:
>
>Hi Rod,
>
>I'm pretty sure this happens because there aren't enough CPU resources.

>If you have hyperthreading turned off, I've been using a dual core fix for
>a couple of months now with no issues. We could try turning hyperthreading
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>Mike
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Subject: Re: Crackling on disk Bounce

Posted by mike audet[1] on Wed, 24 Oct 2007 15:21:53 GMT
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Hi Rod,

I'll post some instructions on my website later today.

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All the best,

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Subject: Re: Crackling on disk Bounce
Posted by Tom Bruhl on Wed, 24 Oct 2007 23:55:01 GMT
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This is a multi-part message in MIME format.

------=_NextPart_000_0036_01C81677.C38B1350
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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I choose Polesoft Lockspam to fight spam, and you?
http://www.polesoft.com/refer.html
------=_NextPart_000_0036_01C81677.C38B1350
Content-Type: text/html;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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</HEAD>
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<DIV><FONT face=3DArial size=3D2>Rod,</FONT></DIV>
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BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Mike Audet" <mike@....> wrote in message <A=20
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------=_NextPart_000_0036_01C81677.C38B1350--

Subject: Re: Crackling on disk Bounce
Posted by mike audet[1] on Thu, 25 Oct 2007 02:01:39 GMT
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This is a multi-part message in MIME format.

---=_linux471ff903
Content-Type: text/plain
Content-Transfer-Encoding: 7bit

Hi Rod,

Here's the text from a post I did a little while ago. It's not quite complete.
 It turns out that you also need the intaffinity flag set for it to work.
 I just had that set for other reasons already, so I didn't know it was part
of the fix.

So, to add the intaffinity switch, open c:\boot.ini and add "/INTAFFINITY"
so that the line reads something like:

[Operating Systems]
multi(0)disk(0)rdisk(0)partition(2)\WINDOWS="Microsoft Windows XP Professional
- int affinity" /fastdetect /NoExecute=OptIn /INTAFFINITY /usepmtimer

I've attached my boot.ini for reference.

The rest of my old post is as follows:

Hi All,

I'm not sure how many people this affects, but I recently picked up a C16
and was finally faced with the dual core/c16 issues first hand.

I've only tested for about an hour, but PARIS has worked perfectly for that
long without disabling the second CPU, and it froze up immediately without
the fix.

I'm using Windows XP pro with an Athlon X2 3800+ with 2 EDS cards and one
C16.

The fix is a utility that you can launch before starting PARIS that assigns
the PARIS software to one CPU. I selected CPU 1 for my tests. This leaves
the other CPU free to run a MIDI sequencer, do Windows housekeeping, or whatever.

The cpu software is here:

 http://images.tomshardware.com/2004/05/28/getting_more_bang_
out_of_your_dual_processing_buck/taskassign.zip

If anyone has trouble downloading it, I could post it.

There's a tab called "application profiles" where you can browse for software
to assign a cpu affinity for it. As long as the program is running before
PARIS starts, everything seems to work fine.

Let me know if any of this is unclear.

All the best,

Mike

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---=_linux471ff903
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ZG93cyA5OCINCg0K

---=_linux471ff903--

Subject: Re: Crackling on disk Bounce
Posted by Rod Lincoln on Thu, 25 Oct 2007 04:40:44 GMT
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After more testing, I'm not sure it's the UAD's after all. I ghosted back
to a version of the UAD that I could render (4.6) and rendered all plugs.
When bouncing the mix with no UAD's I still got a couple of clicks...these
happen in different places. Not repeatable. I think your explanation maybe
closer than you think. Maybe I'm just pushing the system to the edge. This
is a 24 bit mix, tracks and bounce. When I rendered the UAD plugs I created
several new tracks as I was doing a bit of parallel compression. That makes
sensse. Before, when testing, I just got rid of the UAD plugs...no compesastion
for the tracks, just for the test...in other words...no new new tracks added=no
new overhead-UAD plugs=no pops. Rendering the UAD plugs=more overhead because
of higher track count that offsets the UAD plugs that are now gone=pops.
Rod
"Tom Bruhl" <arpegio@comcast.net> wrote:
>
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Subject: Re: Crackling on disk Bounce
Posted by Rod Lincoln on Thu, 25 Oct 2007 04:43:09 GMT
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Mike...just to make sure I'm understanding you....I have a single core motherboard
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Subject: Re: Crackling on disk Bounce
Posted by Mike Audet on Thu, 25 Oct 2007 10:48:04 GMT
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Hi Rod,

Hyperthreading is like a simulated dual core, so it should work the same,
except it won't be quite as efficient as a real dual core.

Hope it helps!

Mike

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