
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 haven't had until now. 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 the left channel.

So far I've tried removing all plugs on the master buss, and I've tried bouncing individual sub groups. Crackling is present in all instances.
I will be trying to figure this out today, but if anyone has had this before, 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 your system to take the load off of your recording drive.

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

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No

>overload light on submix.

>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 submix/EDS card that's not being utilized in the main mix?

Neil

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>>>Rod

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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 ppj. My gut tells me it's a corrupt. We'll see

rod

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>>>>Rod

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>

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
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>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...

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> 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
>>>>>
>>>>>

>>
>

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 be 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:

>Any plugs running? Autotune is bad for this if the input to the plug is

>hot.

>

>David.

>

>Rod Lincoln wrote:

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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 haven'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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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 trouble 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 incredibly 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

Well...I had to go out of town for a couple days and since I've got back I've been trouble shooting the problem I posted about last week. I've definitely 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 tomorrow. 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 tomorrow. 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. :-)
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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:

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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 using 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:

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>Mike

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>>Rod

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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.

I think what is happening is that the PCI bus is tying up the 1 cpu and samples are overflowing a buffer and not making it to disk. With a second CPU. it may be enough to keep things moving smoothly. We'll just have to try it.

All the best,

Mike

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

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Subject: Re: Crackling on disk Bounce
Posted by [Tom Bruhl](#) on Wed, 24 Oct 2007 23:55:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Rod,
In my P3 days when it got to the edge I'd get those clicks too.
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Hey Mike, after I get the P4 happening again I'll take you up on the =
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Tom

"Mike Audet" <mike@....> wrote in message news:471f6311\$1@linux...

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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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<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>In my P3 days when it got to the edge =
I'd get those=20
clicks too.</FONT></DIV>
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<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Hey Mike,&nbsp;after I&nbsp;get the P4 =
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happening=20
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<DIV>Tom</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:471f6311\$1@linux">news:471f6311\$1@linux...</DIV>
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..html </DIV></BODY ></HTML>

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

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

"Mike Audet" <mike@....> wrote:

>

>Hi Rod,

>

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

>

>I think what is happening is that the PCI bus is tying up the 1 cpu and samples

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>may be enough to keep things moving smoothly. We'll just have to try it.

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>All the best,

>

>Mike

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

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---=_linux471ff903

Content-Type: application/octet-stream; name="BOOT.INI"

Content-Transfer-Encoding: base64

Content-Disposition: attachment; filename="BOOT.INI"

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LSBpbnQgYWZmaW5pdHkiIC9mYXN0ZGV0ZWN0IC9Ob0V4ZWN1dGU9T3B0SW4g
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T3B0SW4gL09ORUNQVSAvdXNlcG10aW1lcg0KQzpcPSJNaWNyb3NvZnQgV2lu
ZG93cyA5OCINCg0K

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 sense. Before, when testing, I just got rid of the UAD plugs...no compensation 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" <arpeggio@comcast.net> wrote:

>

>

>Rod,

>In my P3 days when it got to the edge I'd get those clicks too.

>I understand you don't really get three times the power from three UADs.

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Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Thu, 25 Oct 2007 04:43:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mike...just to make sure I'm understanding you....I have a single core motherboard
cpu....are you saying this method will still work, or are you thinking I
have a dual core cpu?

Rod

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>"Mike Audet" <mike@....> wrote:
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>>Hi Rod,
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>>I'll post some instructions on my website later today.
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>>I think what is happening is that the PCI bus is tying up the 1 cpu and
>samples
>>are overflowing a buffer and not making it to disk. With a second CPU.
>it
>>may be enough to keep things moving smoothly. We'll just have to try
it.
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>>All the best,
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>>Mike
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>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
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>>>Yeah, I'll take you up on that. So you think by turning hyperthreading
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>>>Just to give you a little more info. I just tried a bounce to disk of
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>>>>I'm pretty sure this happens because there aren't enough CPU resources.

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>>>>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.
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>>>>Good luck!
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>>>>>a software rev. mismatch with Paris, or a card. I ghosted my system
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>>>>>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
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>>>>>I'll start pulling cards. Got 3 of em.
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>>>>>No, I'm not driving the plugs too hard. :-)
>>>>>No overs anywhere. I set up an incredibly safe mix for testing this.
>>>>>Rod
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Subject: Re: Crackling on disk Bounce
Posted by [Mike Audet](#) on Thu, 25 Oct 2007 10:48:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

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

>

>Mike...just to make sure I'm understanding you....I have a single core motherboard

>cpu....are you saying this method will still work, or are you thinking I

>have a dual core cpu?

>Rod

>"Mike Audet" <mike@....> wrote:

>>

>>

>>

>>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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