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Subject: Clicking crossfade handles?

Posted by [drfrankencopter](#) on Sat, 13 Mar 2010 05:41:18 GMT

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I was having a good editing session with Paris using my new i7 machine, and things were going great until I started hearing clicking sounds in the tracks I was editing. I was working on tightening up a kick drum track by cutting out some of the snare leakage. So I had tons of crossfade handles on the go, which wasn't really a problem until I got to some that just made a clicking sound everytime the now line hit them. It didn't matter what the fade shape was set to, or how long of a fade I gave it...it just went 'click' as it passed the handle.

Is this just a quirk that can pop up after a long session, or is there some kind of workaround that I should be aware of? Has anyone else experienced this?

Kinda sucks because now 1 hour of editing has gone down the drain....

Cheers

Kris

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Subject: Re: Clicking crossfade handles?

Posted by [kerryg](#) on Sat, 13 Mar 2010 06:17:56 GMT

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I've not seen that before. PARIS has always been remarkable for its "click free" editing for me, so there's got to be something up.

Couple of quick experiments you could try -

1) click the track number to select all segments on that track; drag them all into a jail cell; drag them back with the same tool (does this make PARIS regenerate a playlist? don't know).

2) Any native plugins on that track? If so try disabling them (DC offset possibly being introduced? Dunno, but turn off the PARIS EQ too).

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Subject: Re: Clicking crossfade handles?

Posted by [dnafe](#) on Sat, 13 Mar 2010 12:09:47 GMT

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the only time I've had clicking problems is when I've had a Native Plugin installed on the offending track.

The solution is quite simple

1) finish your edits and render the track

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2) If you want to continue editing - create another track of silence that's as long as the track you're editing and then copy the edited track on to the silent track, put the original edited track in a jail (just in case) and then move the newly created track back to your original track (channel)

The silent track will fill the spaces between the edits and keep the native plug active

2a) If there is a LARGE amount of time before the edited track begins playing OR the track has LARGE gaps between edits, i.e. a quiet bridge with no drums, just fill the those gaps with a silent track.

Make sense?

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Subject: Re: Clicking crossfade handles?

Posted by [kerryg](#) on Sat, 13 Mar 2010 19:12:25 GMT

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I wonder if it's possible that this "clicking crossfade" thing is DC offset being introduced by PARIS' native plugin chain (or - since it's not consistent across different PARIS rigs and native plugin chains - just not filtering out plugin-introduced DC offsets properly).

Here's a couple of freeware DC offset filter plugs. Might be worth experimenting with putting one of these in different slots of your Native FX chain for that channel (starting with the last slot) and seeing if that fixes the clicking.

DC Killer! in the Tobybear utilbag

DC Offset by AnalogX

Whenever you get a session that has that behaviour, before you take any steps to fix anything manually (ie rendering) save a copy of the session along with the audio and zip it into an archive. That's lame behaviour and I want to see a solution for this one permanently nailed.

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