
Subject: Pops, small and mysterious

Posted by [Brian Carter](#) on Fri, 27 Apr 2007 21:12:30 GMT

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Hi all,

Been a while since I last posted just to say "hi", but now I'm back in PARIS world again, bouncing things from analog to digital and back again. It's a great way to work, but I'm having a real problem with pops. These pops are unusual in that, if one opens a project file, they appear at certain times during playback; however closing and re-opening the *same* project produces these

little pops in different places during playback. When keeping the same project open and playing through the song multiple times, they seem to remain stable. They're also unusual in that they're very small and hard to find within the waveform, but once you find them, you can open up a millisecond of empty space (with perhaps a millisecond of crossfade before and after) and they're effectively eliminated, usually but not always without audible effect.

I use an external clock, so of course I've tried PARIS' internal clock both during playback, but this didn't seem to help. I've tried re-transferring the files from analog 16-track several times, but it doesn't seem to be an A/D converter issue, since this didn't help. I've tried using different hard drives to stream the files, to no avail. I've tried using a different MEC for output to my console (I'm mixing out of the box) with no improvement (the other MEC also provided a chance to use another MEC-to-EDS cable to rule that out). I've tried removing the 8-in cards and cleaning their contacts with De-Oxit, as well as cleaning the MEC-to-EDS connector cable. I've tried using a different EDS card (I have two functioning cards, one not working, but have only one card at a time installed right now). I've tried cleaning the contacts on each EDS card. I've tried using different slots for the EDS card.

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I should mention that, during the transfers, I'm syncing PARIS to MTC and the external clock at the same time, both of which are generated by an Aardvark TimeSync II which is built for this. (The Aardvark reads SMPTE and spits out a low-jitter clock and MTC. I believe it's electronically identical to the half-rack version of a Rosendahl Nanosync.) To check whether it might be the Aardvark, I tried using the OpCode Studio64 XTC to read SMPTE and generate MTC/ clock, but on playback there were still pops. I've also tried disabling all SkunkWorks plugins by removing them from the Ensoniq "Plugins" folder.

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I'm starting to think that it's something in my computer (a Mac G4 Quicksilver 2002 with a 1.467GHz GigaDesigns G4 upgrade card, 1.5GB RAM), since *either* of my EDS cards, in any slot, using any MEC, using any clocking scheme during transfer or playback, using any hard drive for transfer or streaming, etc., etc., seems to produce the same result: intermittent, small pops, visible in the waveform, which stay consistent when the project is left open but change completely after closing and re-opening the project. The pops seem to move around at random, and don't stay in a given area.

I'm out of steam. Can anyone (DJ, I'm looking in your direction) *possibly* come up with a few more possibilities as to what might be wrong?

Thanks ever so much in advance!

bc

Subject: Re: Pops, small and mysterious
Posted by [Aaron Allen](#) on Sat, 28 Apr 2007 00:08:26 GMT
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AA

"Brian Carter" <bricrter@spammitymindspring.com> wrote in message
news:bricrter-062E64.16123027042007@cust0358.vic01.dataco.com.au...

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Subject: Re: Pops, small and mysterious
Posted by [Neil](#) on Sat, 28 Apr 2007 00:31:46 GMT
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I thought that too, but then I read the part about the pops showing up in the waveforms, but then moving, and then I didn't know what to think.

What could make that happen?

Neil

"Aaron Allen" <know-spam@not_here.dude> wrote:
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Subject: Re: Pops, small and mysterious
Posted by [Tom Bruhl](#) on Sat, 28 Apr 2007 05:24:50 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_003C_01C78934.03EFF270
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Hey Brian,
Got a spdif cable plugged into something that's not turned on?
That'll do it.
Tom
"Neil" <IUOIU@.com> wrote in message news:463295f2\$1@linux...

I thought that too, but then I read the part about the pops showing up in the waveforms, but then moving, and then I didn't know what to think.

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I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_003C_01C78934.03EFF270

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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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>Hey Brian,</FONT></DIV>
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<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Neil" &lt;<A href=3D"mailto:IUOIU@.com">IUOIU@.com</A>&gt; wrote =
in=20
  message <A=20
  href=3D"news:463295f2$1 @linux">news:463295f2$1 @linux</A>...</DIV><BR>I =
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Subject: Re: Pops, small and mysterious

Posted by [Brian Carter](#) on Sun, 29 Apr 2007 16:50:55 GMT

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It seemed to me that I remembered someone having similar problems a while back, and finally realizing that their power supply was bad. Seeing as how the *exact* same problems seem to surface when using either one of my EDS cards, I think this may point to power supply issues.

Thanks for the reply, Aaron... much appreciated.

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Subject: Re: Pops, small and mysterious
Posted by [Brian Carter](#) on Sun, 29 Apr 2007 17:12:29 GMT
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You know, one of the things I tried was disconnecting my S/PDIF cable's loop from input to output on MEC A's S/PDIF connectors. This is set up, as you might imagine, to do the "Brian Tankersley Digital Bounce" technique. Unfortunately, this didn't seem to help. After doing this I noticed that clearing MEC module cards in the MEC module window (not just clearing connections in the patchbay) made them re-initialize themselves, or at least so it appeared (the lights on the 8-in cards flashed). I then got the idea to try clearing the connection from S/PDIF in to out in the patchbay as well, also to no avail.

I may not have tried disconnecting my ADAT cable, but I think I did. I tried to write down *everything* I'd done so far, but I should've been taking notes at the time (of course I kept thinking the solution was just around the corner, so I had to do "pos-operative" notes from, uh, memory and stuff).

bc

>Tom Bruhl wrote:

Hey Brian,
Got a spdif cable plugged into something that's not turned on?
That'll do it.
Tom
>

>> "Neil" wrote in message news:463295f2\$1@linux...

I thought that too, but then I read the part about the pops showing up in the waveforms, but then moving, and then I didn't know what to think.

What could make that happen?

Neil

"Aaron Allen" wrote:

>wierdo problems like that I've usually seen linked to heat/power supply

>issues..

>AA

>

>

>"Brian Carter" wrote in message

>news:bricrter-062E64.16123027042007@cust0358.vic01.dataco.com.au...

>>

>> Hi all,

>>

>> Been a while since I last posted just to say "hi", but now I'm
back

>> in PARIS world again,

>> bouncing things from analog to digital and back again. It's a great
way

to

>> work, but I'm having a

>> real problem with pops. These pops are unusual in that, if one opens
a

>> project file, they appear at

>> certain times during playback; however closing and re-opening the *same*

>> project produces these

>> little pops in different places during playback. When keeping the same

>> project open and playing

>> through the song multiple times, they seem to remain stable. They're
also

>> unusual in that they're

>> very small and hard to find within the waveform, but once you find them,

>> you can open up a

>> millisecond of empty space (with perhaps a millisecond of crossfade
before

>> and after) and they're

>> effectively eliminated, usually but not always without audible effect.

>>

Subject: Re: Pops, small and mysterious
Posted by [Brian Carter](#) on Sun, 29 Apr 2007 17:16:19 GMT
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Wow! No shi-- I mean, really?

I just might be able to find a friend with some PC133 SDRAM modules to try this out.

Of course the "TechTool" application that's supposed to test ffor bad RAM says it's fine. Well, who knows?

I've already tried cleaning the RAM sockets with DeOxit. I'll try once more, then it's on to new RAM.

Thanks, everybody, for your replies...

bc

"Robert" <mani1147AHotmaildotcom> wrote:

>Brian, I had the exact same problem a few years back, turns out it was RAM,
>swapped it and pops were gone.

>I am on a PC thow.

>Good luck.

>Rob

>

>"Brian Carter" <bricrter@spammitymindspring.com> wrote in message

>news:bricrter-062E64.16123027042007@cust0358.vic01.dataco.com.au...

>>

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>unusual in that they're
>> very small and hard to find within the waveform, but once you find them,
>you can open up a
>> millisecond of empty space (with perhaps a millisecond of crossfade before
>and after) and they're
>> effectively eliminated, usually but not always without audible effect.
>>
>> I use an external clock, so of course I've tried PARIS' internal
>clock both during playback,
>> but this didn't seem to help. I've tried re-transferring the files from
>analog 16-track several
>> times, but it doesn't seem to be an A/D converter issue, since this didn't
>help. I've tried using
>> different hard drives to stream the files, to no avail. I've tried using
a
>different MEC for output
>> to my console (I'm mixing out of the box) with no improvement (the other
>MEC also provided a chance
>> to use another MEC-to-EDS cable to rule that out). I've tried removing
the
>8-in cards and cleaning
>> their contacts with De-Oxit, as well as cleaning the MEC-to-EDS connector
>cable. I've tried using a
>> different EDS card (I have two functioning cards, one not working, but
>have only one card at a time
>> installed right now). I've tried cleaning the contacts on each EDS card.
>I've tried using different
>> slots for the EDS card.
>> On the software side I've tried making sure the Default project
>clock settings agree with the
>> project I'm opening. I've tried 256fs, 44.1 and Internal, each time
>setting the Default Project to
>> agree with the project I'm opening. I do this by changing the clock
>setting on the Default Project,
>> saving it, closing PARIS, re-opening PARIS (with the external clock set
>correctly, of course), then
>> from within PARIS opening the project I'm working on.
>> Since I'm only using one MEC, I've also tried including and
>removing "UseHouseSync=1" nad
>> "MidiPlayDisabled=1".
>>
>> I should mention that, during the transfers, I'm syncing PARIS
to
>MTC and the external clock
>> at the same time, both of which are generated by an Aardvark TimeSync
II
>which is built for this.

>> (The Aardvark reads SMPTE and spits out a low-jitter clock and MTC. I
>believe it's electronically
>> identical to the half-rack version of a Rosendahl Nanosync.) To check
>whether it might be the
>> Aardvark, I tried using the OpCode Studio64 XTC to read SMPTE and generate
>MTC/ clock, but on
>> playback there were still pops. I've also tried disabling all SkunkWorks
>plugins by removing them
>> from the Ensoniq "Plugins" folder.
>> Oh, and I've re-installed PARIS as well, and tried using different
>Default Projects in case
>> it might be a corrupt Default Project file (but so far I've only tried
>using a couple different
>> backups of *my* Default Project-- I haven't yet tried starting with a
>clean Default Project). I'm
>> also not quite sure whether I've tried simply transferring audio without
>being slaved to SMPTE/MTC,
>> but I don't think I've tried that yet. (There were lots of things to try,
>obviously!) I've tried
>> opening different Project files, too (that is, the Project file I'm
>working on, not the Default
>> Project).
>>
>>
>> I'm starting to think that it's something in my computer (a Mac
G4
>Quicksilver 2002 with a
>> 1.467GHz GigaDesigns G4 upgrade card, 1.5GB RAM), since *either* of my
EDS
>cards, in any slot, using
>> any MEC, using any clocking scheme during transfer or playback, using
any
>hard drive for transfer or
>> streaming, etc., etc., seems to produce the same result: intermittent,
>small pops, visible in the
>> waveform, which stay consistent when the project is left open but change
>completely after closing
>> and re-opening the project. The pops seem to move around at random, and
>don't stay in a given area.
>>
>>
>>
>> I'm out of steam. Can anyone (DJ, I'm looking in your direction)
>*possibly* come up with a
>> few more possibilities as to what might be wrong?
>>
>> Thanks ever so much in advance!
>>

>>
>> bc
>
>
