Subject: Weird noises, there, ...then not
Posted by Rod Lincoln on Fri, 07 Nov 2008 16:44:50 GMT

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I had a wierd thing happen yesterday. I had drum tracks to cut for 2 different clients, both projects were at 48k, 24 bit.(most of the work I do is at 44.1 24 or 16 bit) I switched my lucid genx to 48k and rebooted to work. (I have 6 eds in a magma, 2 mecs, and a 442, all clocked to the lucid)
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After Client B left, I pulled up the next 2 songs from Client A, and did tracks for them. NO CLICKS AT ALL. These were copied from the same ppj's as client B. Gone, nada. I'm glad everything seems fine, but it just seemed really wierd.
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Just thought I'd share.
Rod

Subject: Re: Weird noises, there, ...then not
Posted by Rod Lincoln on Fri, 07 Nov 2008 18:22:42 GMT

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>Rod
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Subject: Re: Weird noises, there, ...then not
Posted by Aaron Allen on Fri, 07 Nov 2008 18:24:22 GMT
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Look for any tracks panned right. Reset all plug ins, I've had copy/paste
plug issues crop up at random before. Check track one on each submix, I know
there used to be some bleed issues there with auxes. Check cables,
especially word clock or digital cabling. Defrag. Clear any missing/ununsed
files off the audio list. Boost the cache up a level or two. Pull up a known
good PPJ from a previous project to verify it's the PPJ and not the
hardware. Methodical will get you there I bet.

AA

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:49147a93$1@linux...
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Subject: Re: Weird noises, there, ...then not
Posted by Rod Lincoln on Fri, 07 Nov 2008 18:27:47 GMT

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Subject: Re: Weird noises, there, ...then not
Posted by Robert on Fri, 07 Nov 2008 19:02:09 GMT

Rod, I had a funky click problem a few years ago, clicks would move around
the editor as I would open and close the same project. Turns out it was bad
Ram, I swapped the DIMMs with others I had on hand and no more clicks. In
your case since you change the sample rate and it started then, I can't see
it being Ram though. Good luck
Hope this helps.
Rob_A

"Rod Lincoln" <rlincoln@nospam.com> wrote in message
news:49148b08$1@linux...
>
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> one at 44.1, there are NO crackles at all, so it looks like something in
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Subject: Re: Weird noises, there, ...then not
Posted by Aaron Allen on Fri, 07 Nov 2008 19:14:52 GMT

Do you have an older 48k rate project to test with that's known to be good?

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news:49148b08$1@linux...
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I think you shall have a look at the powersupply, RAM and all other
electronic parts of the motherboard. After some years use, dust can be
one of the biggest sinners on electronic parts inside a computer.

Erling

On 8 Nov 2008 05:38:00 +1000, "Rod Lincoln" <rlincoln@nospam.com>
wrote:

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Subject: Re: Weird noises, there, ...then not
Posted by Aaron Allen on Sun, 09 Nov 2008 20:58:14 GMT
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"Deej" <noway@jose.net> wrote in message news:49174e30$1@linux...

>
> I've been tempted to revisit Paris. I'd love to experience the
> improvements
> that Rob has created for use with Win XP and multiple ADAT modules,
> multicore
> processors, etc. I'm still pretty happy wih Cubase 4x here, but getting
> the
> "big/open" thing going takes a bit of work. I miss the ease with which
> this
> can be done and I'd wager that integrating Paris with the new Waves
> whizbang
> plugins and EDS FX could get a mixequivalent or better to what I am able
> to do with the UAD-2 and 4 x UAD-1's, primarily because of the sonic
> advantages
> of Paris right out of the chute.............oh well.......enough
> reminiscing.
>
> ;)

Eventually, I will welcome you back from the dark side Obi-Wan.

Yoda

Subject: Re: Weird noises, there, ...then not
Posted by Deej [5] on Sun, 09 Nov 2008 21:00:03 GMT
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Rod,

It's been many years since I've used Paris now, but what I might try to do
is one of two things:

1. Assuming that your default.ppj is set to 48k, switch your computer, MECs
and clock off, flip your clock back on at 48k, then switch on the MECs and
finally launch your Paris default.ppj. this may take care of the problem.

If your default.ppj is set o 44.1k, I would create another one at 48k and
use that. Mine was always set to 48k and it didn't make any difference if
the clock was set to 44.1 at bootup/initialization IIRC. Once I was initialized,
I'd just create a new project at 44.1 and everything was good.

Hope this helps,

Deej

Subject: Re: Weird noises, there, ...then not
Posted by Rod Lincoln on Sun, 09 Nov 2008 21:13:07 GMT

Deej, thanks, for the idea. Yes, I have my default ppj set to 48k although
I almost always work at 44.1. Right now the thing that seemed to have fixed
it is re-installing the sub system, then moving the audio into a fresh ppj.
The Sub system re-install by itself didn't work, nor did moving audio to
fresh ppj's, but doing both seems to work so far. I'm in the middle of trying
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Posted by Deej [5] on Sun, 09 Nov 2008 21:55:12 GMT

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>rod

Glad you got it sussed Rod. I remember sometimes having to just do a complete
uninstall/reinstall of Paris to get things back up and running. I had a pretty
extensive folder of notes and tweaks so I could get back to business ASAP.
this was "one" reason I found running Paris on Win ME to be my preference.
Paris was quicker and easier to uninstall/reinstall using that OS.

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that Rob has created for use with Win XP and multiple ADAT modules, multicore
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Subject: Re: Weird noises, there, ...then not
Posted by Rod Lincoln on Mon, 10 Nov 2008 03:04:41 GMT
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Well...not so fast. They kind of came back. I actually tried what you said,
plus the subsystem renew. I even tried disabling hardware acceleration on
my evil matrox vid card (which I'm still slightly suspicious might be the
cuplrit). No luck. Then I put the matrox back to it's previous settings,
re-installed the subsystem again and imported the files into a new ppj. No
more clicks or pops. I finished the tracks for the clients that were at 48k.
Now I'm back to 44.1 and there are no problems. I work very seldom in 48k.
I suspect there may be something wonky somewhere that only rears it's head
when taxing the system like that, although I got no dixk streaming errors.
Rod
"Deej" <noway@jose.net> wrote:
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Subject: Re: Weird noises, there, ...then not
Posted by JeffH on Mon, 10 Nov 2008 05:17:53 GMT

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needed but thought I might run into a use for it someday.

Jeff

Subject: Re: Weird noises, there, ...then not
Posted by JeffH on Mon, 10 Nov 2008 05:54:23 GMT

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Deej wrote:
> Jeff Hoover <jkhoover@excite.com> wrote:
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>>Jeff
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> I'd love to come up to Oregon. Right now I'm totally buried in work. One
> thing I would suggest to getting two 13 slot Magma chassis'. I know for sure
> you can get this bussed properly with two of these if you have a mobo that
> has a couple of IRQ's that can be configured not to share with anything critical.
> I'm using a pair of Mqagma's right now and at one point I was running 4 x
> UAD-1's and a pair of TC POCO's in one of them and 3 x RME PCI cards in the
> other. If the RME driver would support more than three cards, I would get
> another RME PCI card as well.
>
> If I were to go back to Paris, I would probably use four computers with a
> single EDS card and a single fully loaded MEC per system and sync them up
> via timecode. It would create some bussing possibilities that I'd like to
> explore.

>
> ;)
>
>
Like your idea...I was sitting pretty at six cards, but the move to the
13 slot magma hasn't gone well. I might need a taller rack and split
the EDS's up between the 13 and the 7 slot. I've only gotten 4 cards
working in the 13 slot. It is the newer style interface card.

I still am not sure all of my cables are good so one of these times I'm
going to test them all.

Wish your whole sheebang was up here, Amy, Crash, and the horses. Our
special needs son had been "given" a horse to care for, but the ranch
owner shut down so now he is really our of sorts.

We're working on a plan B but it hasn't materialized yet.

Jeff

Subject: Re: Weird noises, there, ...then not
Posted by Deej [5] on Mon, 10 Nov 2008 07:03:31 GMT
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Jeff Hoover <jkhoover@excite.com> wrote:
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Subject: Re: Weird noises, there, ...then not
Posted by Robert on Mon, 10 Nov 2008 15:24:52 GMT

Deej, I believe you ment Mike instead of Rob, he is definitely our Paris
Code Warrior. Welcome back though if you do decide to come back over.

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> that Rob has created for use with Win XP and multiple ADAT modules,
> multicore
> processors, etc.

Subject: Re: Weird noises, there, ...then not
Posted by Deej [5] on Mon, 10 Nov 2008 20:36:51 GMT

"Rob Arsenault" <mani1147athotmaildotcom> wrote:
>Deej, I believe you ment Mike instead of Rob, he is definitely our Paris

>Code Warrior. Welcome back though if you do decide to come back over.

Ahhh...right. Mike Audet. I've been wandering in the wilderness too long
it seems.

;)

Subject: Re: Weird noises, there, ...then not
Posted by no on Wed, 12 Nov 2008 14:55:46 GMT

Ahh!
The "Big, open thing".
I hope there is still a place for that in modern music.
Case in point:
I've been approached to remix a recent live recording by "The Saints".
(Anyone remember those Ozzie punksters from the 70's/80's??)
Welll... This thing has already been mixed by one of the band
members.
(albeit a "rush job", admittedly..done over a weekend).
His efforts are pretty cool, but suffer that all-too-familiar
"smallness" that seems to be flavour of the month, but fatigueing
to my ears. It sounds full at low levels, but lacking in bottom end. Crank
it up,
and it hurts!!. My monitors sound like an ipod, with the source
processed by itunes...yuk!

I don't know what was used to mix, but I have already tested the water
and Paris is sounding BIGGER!!. (I can crank up the bass or kick,
and it doesn't disappear behind the wall of guitar!)
(The Sex Pistols' Never Mind The Bollocks sounds better, the louder it is....Hmmm.)
The source is a less-than-stellar split multicore feed (minus rack toms...the
files mysteriously disappeared), consisting of 22 tracks.
The management like what they are hearing. It has DEPTH!!
Punk Music??....Depth??? Go figure!
Wish me luck. LOL!!!
Kim

All I have is a less-than-stellar split multicore feed, recorded
into something. (22 tracks.... the rack toms are missing!).

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