
Subject: UAD dropouts what the???....

Posted by [Rod Lincoln](#) on Tue, 10 Jun 2008 16:46:20 GMT

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I have recently been experiencing some dropouts on tracks with UAD plugs during mixing. This hasn't happened before. There are no edits in the tracks in question, and the dropouts, when they occur, tend to happen at the same place, and on the same track, time after time, assuming I start playback in the same place. This sounds like some sort of buffer mishap or something. Something else is, I've noticed that if I look at the UAD meter, under config, the sample rate reads 48k. I'm mixing at 44.1 with both Paris AND my Lucid word clock set at 44.1. If I reboot, this will usually change back to 44.1 I'm running 3 UAD cards and 6 eds cards, all in a magma chassis. UAD version 4.9. Anybody had anything like this happen, or any thought about something that I may be missing?

addendum

I just tried it again and rendered the bass track (the one with dropouts) all the way to the beginning of the piece, so there are no spaces before the track starts and there are no dropouts, at least for now. The dropout happened at about 19 seconds, consistently, before I did this.
errrrrrr!

Subject: Re: UAD dropouts what the???....

Posted by [kerryg](#) on Tue, 10 Jun 2008 17:08:11 GMT

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Corrupted audio file? I recall PARIS is a bit twitchy about that sort of thing.

- Kerry

On 6/10/08 9:46 AM, in article 484eafdc\$1@linux, "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

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Subject: Re: UAD dropouts what the???....
Posted by [erlilo](#) on Tue, 10 Jun 2008 17:17:01 GMT
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Or maybe fragmented files?

Erling

"Kerry Galloway" <kg@kerrygalloway.com> skrev i en meddelelse
news:C474030B.B179%kg@kerrygalloway.com...

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Subject: Re: UAD dropouts what the???....
Posted by [Rod Lincoln](#) on Tue, 10 Jun 2008 20:03:54 GMT
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Think so? I would think that Paris would give me an "disk to slow" kind of error if that were the case. Still, when I rendered the file, the problem went away, so I suppose it's possible. thanks

Rod

"erlilo" <erlingl@tdcadsl.dk> wrote:

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Subject: Re: UAD dropouts what the???....
Posted by [Cujjo](#) on Tue, 10 Jun 2008 20:12:51 GMT
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I have had this before,. Rendering the track without native plugs seems to help. Seems like certain plugs cause this more than others. same with the pop at the end of a track.

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Subject: Re: UAD dropouts what the???....
Posted by [Edna Sloan](#) on Tue, 10 Jun 2008 23:10:22 GMT
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I usually don't render my files before bouncing down. I haven't had a problem like this, even with extensive editing, segmenting, etc. Is rendering something that "should be" done before mixdown? Using PARIS 3.
Thanks,
Edna

"erlilo" <erlingl@tdcadsl.dk> wrote in message news:484eb959@linux...
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Subject: Re: UAD dropouts what the???....
Posted by [Rod Lincoln](#) on Wed, 11 Jun 2008 00:07:41 GMT
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OK, glad to know I'm alone. It's just wierd that I've been going this long and never seen this till now. Rendering without native plugs did the trick this time. I hope it's always as easy as that.

Rod

"Cujo" <chris@applemanstudio.com> wrote:

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Subject: Re: UAD dropouts what the???.
Posted by [Rod Lincoln](#) on Wed, 11 Jun 2008 00:08:48 GMT
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errrr I mean, glad to know I'm NOT alone 8^P
rod
"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
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Subject: Re: UAD dropouts what the???....
Posted by [Cujjo](#) on Wed, 11 Jun 2008 04:23:24 GMT
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Well, it has happened to me whne I didn;t notice till later, like a bass note dropping out that did not occur the 76 times I heard the song while mixing..So, on final bounce, I hit D and go out of the room so as not to want to tweak anymore, burn the file to CD for the band and find out it had that drop out later..which is annoying.
Honestly, I think it has something to do with the beginning of the file not going all the way to the front of the project.

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

>
>If your not esperiencing any problems, then, no. No rendering is needed.
>Rod
>"Edna" <edna@texomaonline.com> wrote:
>>I usually don't render my files before bouncing down. I haven't had a

>>problem like this, even with extensive editing, segmenting, etc. Is
>>rendering something that "should be" done before mixdown? Using PARIS
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Posted by [Aaron Allen](#) on Wed, 11 Jun 2008 04:44:42 GMT

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It's possible you have a visual glitch and can't see correctly the segments that 'should' be touching each other aren't at a splice. I've had this happen before. Rendering usually handles it. Did you let 17/18 show at any point on your editor? This can cause just such a 'glitch'. BT said that if you close and reopen the editor it fixes it.

AA

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:484eafdc\$1@linux...

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Subject: Re: UAD dropouts what the???....

Posted by [Rod Lincoln](#) on Wed, 11 Jun 2008 05:31:23 GMT

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No, edits at all. It was a complete file imported into the project. 17/18 are showing but the space below them is not, is that what you mean. I've never heard about 17/18, just the space below them.

Rod

"Aaron Allen" <know-spam@not_here.dude> wrote:

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Subject: Re: UAD dropouts what the???....

Posted by [Aaron Allen](#) on Wed, 11 Jun 2008 06:38:33 GMT

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>I've never heard about 17/18, just the space below them.

Of course you're right. Apologies man, I know better than to post anything after a nutcrusher 14 hour day gig shift (fiber installs using wire strippers, sheesh.....)

No edits, at all? That is odd dude. Even more odd that a render fixed it.

Kerry's probably right about it being a slight corruption in the audio file.

My guess is windows 'fixed' it on bounce

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news:484f632b\$1@linux...

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