
Subject: Artifacts

Posted by [brandon\[2\]](#) on Thu, 07 Jun 2007 22:53:03 GMT

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All,

I have finished that mix I posted earlier.

I incorporated a few dbs on the lead vox, a touch of the highs on th guitars and few other minor things.

No there is one major thing that is annoying the h@ll out of me.

I dont know if you can hear it on the MP3s I posted , but there is noticable distortion on the loud parts of the lead vocal.

I dont hear these on my mixing monitors during playback.

I thought it was the Antares Tube plug which I removed completely. That was not it. I finally thru a limiter on the lead vox channel and also on the

vox FX channel just for good measure. I backed off of the threshold on the main bus limiter by 2 db. It was set at -18 I took it to -16. You can see my mix was not very hot. This got rid of 75% of the problem. Now I hear little

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EXPORT in CUBASE SX3. Could it be somethng related to that method? Any ideas?

Thanks B

Subject: Re: Artifacts

Posted by [EK Sound](#) on Thu, 07 Jun 2007 23:21:11 GMT

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Do you have Autotune on the lead vox? I have found that plug to have NO headroom...

David.

Brandon wrote:

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Subject: Re: Artifacts

Posted by [brandon\[2\]](#) on Thu, 07 Jun 2007 23:32:10 GMT

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No no Autotune.
Vox main chain is:
Waves EQ (cutting only)
WavesL2

Vox FX channel chain is:
SIR
WavesL2

Main Bus Chain is:
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Subject: Re: Artifacts

Posted by [Neil](#) on Fri, 08 Jun 2007 00:03:39 GMT

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Isolate one of the artifacts & zoom all the way in & see if you see a little spike on the waveform. If that's the case, then you need to edit those tiny sections somehow, if it's not, then start your processing with one plugin at a time until you hear it, then you'll know what's causing it (if it's a plugin).

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Subject: Re: Artifacts
Posted by [brandon\[2\]](#) on Fri, 08 Jun 2007 00:13:25 GMT
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Subject: Re: Artifacts

Posted by [JeffH](#) on Fri, 08 Jun 2007 00:15:25 GMT

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Jeff

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Subject: Re: Artifacts

Posted by [brandon\[2\]](#) on Fri, 08 Jun 2007 00:42:14 GMT

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I guess I could try a different portable CD player and a different set of headphones. I will try this.

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Jeff Hoover <jkhoover@excite.com> wrote:

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Subject: Re: Artifacts
Posted by [JeffH](#) on Fri, 08 Jun 2007 00:45:35 GMT
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Brandon

What about monitoring with the headphones directly from the output of the daw?

Jeff

wrote:
> Nope still there with a different portable CD player.
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Posted by [brandon\[2\]](#) on Fri, 08 Jun 2007 00:46:27 GMT
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Subject: Re: Artifacts
Posted by [brandon\[2\]](#) on Fri, 08 Jun 2007 00:52:12 GMT
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Does anyone have a recommended VST wrapper "free" for use with Cubase SX3?
I want to try this on SIR.

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>>>Brandon,
>>>
>>>IF you don't hear it on those other playback options, you sur ethe issue
>>
>>>isn't in the cd player or the headphones?
>>>
>>>Jeff
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>>>>>
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>

Subject: Re: Artifacts
Posted by [brandon\[2\]](#) on Fri, 08 Jun 2007 01:02:51 GMT
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Yes I will try that.
Things I am going to try:
1 . Monitor from live daw with multiple headphones
2 . Monitor from daw with multiple headphones with mixdown file
3 . Remove SIR and listen to mixdown.
4 . Wrap SIR
5 . Remove all guitars and mixdown only leadvox and listen

Jeff Hoover <jkhoover@excite.com> wrote:
>Brandon
>
>What about monitoring with the headphones directly from the output of
>the daw?
>
>Jeff
>
> wrote:
>> Nope still there with a different portable CD player.
>> I guess I will have to go on a witch hunt to find what's doing this.
>>
>>
>>
>>
>> "Brandon" <a@a.com> wrote:
>>
>>>I thought of that, but I listen to a wide variety of different genres
on
>>
>> there
>>

>>>and have never heard that on any other CD.
>>>I guess I could try a different portable CD player and a different set
of
>>>headphones. I will try this.
>>>thx
>>>b
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Subject: Re: Artifacts
Posted by [Ne](#) on Fri, 08 Jun 2007 05:44:03 GMT
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"Brandon" <a@a.com> wrote:
>Could this be a buffer setting that is screwing my export up?

Could be... increase your latency settings, since that doesn't
matter on mixdown anyway & try exporting it anew.

Neil

Subject: Re: Artifacts
Posted by [erlilo](#) on Fri, 08 Jun 2007 08:43:58 GMT
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If you have Cool Edit Pro, Adobe Audition or something similar, you can try
what Neil said to see if something is clipping to hard some places on single
instruments. You can for the most fix bad clippings in those programs. To

many plugins can also do strange things on the sound, if it's on single instruments or whole mix, so be sure you have these things under control too. Be sure the plugins in serial don't get too hot signal anywhere on its way out. It will not help if L2 are first with -2 db output, if a second plugin are boosting the sound up too high before a third plugin get the signal from the second one.

Erling

"Brandon" <a@a.com> skrev i en meddelelse news:46689f25\$1@linux...

>

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Subject: Re: Artifacts
Posted by [brandon\[2\]](#) on Fri, 08 Jun 2007 12:33:49 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_0012_01C7A99F.5B3B0FC0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Thx all,
Yeah Neil they may be the first thing I try is to increase my latency =
settings and redump.

--=20
Thanks,

Brandon=20

"erlilo" <erlingl@tdcadsl.dk> wrote in message news:46691886@linux...
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```

-----=_NextPart_000_0012_01C7A99F.5B3B0FC0

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<META content=3D"MSHTML 6.00.6000.16441" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial>Thx all,</FONT></DIV>
<DIV><FONT face=3DArial>Yeah Neil they may be the first thing I try is =
to increase=20
my latency settings and redump.</FONT></DIV>
<DIV><BR>-- <BR>Thanks,</DIV>
<DIV>&nbsp;</DIV>
<DIV>Brandon </DIV>
<DIV>&nbsp;</DIV>
<DIV>&nbsp;</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"erlilo" &lt;<A=20
  href=3D"mailto:erlingl@tdcadsl.dk">erlingl@tdcadsl.dk</A>&gt; wrote in =
message=20

```

<news:46691886@linux>...</DIV>If you =
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</BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_0012_01C7A99F.5B3B0FC0--

Subject: Re: Artifacts

Posted by [brandon\[2\]](#) on Sat, 09 Jun 2007 12:18:43 GMT

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Well it wasnt clipping. If I were to guess I would say
 it sounded more like a clocking issue or power supply issue.
 It was kind of a fuzzy, phasey distorted thing. I plugged in the headphones
 to the DAW and listened to the live feed. I was there. After stripping away
 one thing at a time I eventually got down to the unprocessed lead vox track
 and there it was. I dont know how I didnt hear this during tracking... Well
 I guess actually I do.. I wasnt listening thru headphones I was listening
 thru the monitors. I cant hear it in the monitors. Anyway I was able to grab
 the phrase from later in the trak and copy it over and that fixed it. This

is very unsettling. I wonder if it is the tube in my mic...??? How would I go about finding that out?
thx again for everyones input.
b

"Brandon" <a@a.com> wrote:

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Subject: Re: Artifacts

Posted by [brandon\[2\]](#) on Sat, 09 Jun 2007 12:19:12 GMT

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Subject: Re: Artifacts

Posted by [Nil](#) on Sat, 09 Jun 2007 16:46:05 GMT

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"Brandon" <A@A.com> wrote:

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>is very unsettling. I wonder if it is the tube in my mic...??? How would
>I go about finding that out?

Ummm... try a different mic?

At least that'll narrow it down to the particular mic, if not the tube specifically.

Could even have been a little power spike or dip that caused

it, if it was a one-time thing (which it now sounds like... I thought at first it was in several places along the track) if you're not using a power conditioner of some kind, something like that could easily happen. I have a power conditioner for the computer & rack, but not one for the recording room where the tube mics go, and I had the same thing happen once - just a little teeny low-level "tick" that I didn't notice when tracking & had to edit out later. That was with a tube mic, as well. Coincidence? Perhaps. Power supply glitch? More likely, methinks.

Frankly, with one-time shit like that, there's almost no way to tell what caused it... unless you can duplicate it, you can't diagnose it.

Neil

Subject: Re: Artifacts

Posted by [Graham Duncan](#) on Sat, 09 Jun 2007 18:18:45 GMT

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Brandon wrote:

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I've had this happen on vocals too (mostly on tracks I've been sent for mixing). Most of the time it's a lip or back throat smack/croak that's not that loud by itself but in the mix gets lifted out to sound like clipping. I don't think it's the mic... though some mics bring it out more. I wouldn't worry about it unless it happens a lot.

Samplitude's Spectral Cleaner is a brilliant tool for fixing this sort of thing.

Graham

Subject: Re: Artifacts

Posted by [brandon\[2\]](#) on Sat, 09 Jun 2007 23:43:18 GMT

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I am always hearing these types of things so I think in my case I should try to narrow it down.

I was really hoping this sort of thing would go away after moving to Cubase....I think a power conditioner would be a good start. If that doesn't fix it...

Crap I don't know.. My PS in my comp is brand new and plentiful. Motu and Presonus are new. Mics hardly have any wear on them.

B

Graham Duncan <graham@grahamduncan.com> wrote:

>Brandon wrote:

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>> one thing at a time I eventually got down to the unprocessed lead vox track

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>> the phrase from later in the track and copy it over and that fixed it.

This

>> is very unsettling. I wonder if it is the tube in my mic...??? How would

>> I go about finding that out?

>> thx again for everyone's input.

>> b

>

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>mixing). Most of the time it's a lip or back throat smack/croak that's

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>
>Graham

Subject: Re: Artifacts
Posted by [Aaron Allen](#) on Sun, 10 Jun 2007 00:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Another trick is to always track with two mics/pres, one set a few db lower than the next. It's a simple proposition of copy/paste to fix overs that way if you use the same mic/pre on both sides.

AA

"Brandon" <A@A.com> wrote in message news:466b3b16\$1@linux...

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> try
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Subject: Re: Artifacts

Posted by [Neil](#) on Sun, 10 Jun 2007 16:55:13 GMT

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I don't think it's an "over", though - from the way he was describing it. At first I thought he was talking about some clipping that was happening at several places, but this is some kind of one-time tiny little low-level noise... is that correct, Brandon?

Like I said, if it's a one-time event, there might be no way to diagnose what caused it... best thing I would suggest before you go spend money on something you may not need (although a power conditioner is never a bad idea), try & get it to duplicate without guinea-pigging your next client to find it - record yourself singing with the exact same setup... just sing something/anything accapella for about 4-5 minutes & see if any of the same kind of noises show up on the recorded track. If it does, switch mics & do it again, then search for noises... if they still show up, switch preamps & try it again & so on. IOW, process of elimination... if the noises show up no matter what part of the signal chain you switch out, then it could be power, or clocking, or ???

But honestly, if this was one little noise that occurred over a

few hours worth of level-checking, tracking, and punching, etc, I wouldn't even worry about it... seriously. It's just one of those weird little things that's not worth sweating over unless it shows up again.

Neil

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

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Subject: Re: Artifacts
Posted by [brandon\[2\]](#) on Sun, 10 Jun 2007 19:59:33 GMT
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Neil,

ok..
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That was fixed by backing off of the threshold on the L2
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phrases of the vox...the Mmmm's in the beginning and the phrase after it.
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I am always telling my friends "Why don't you record with me instead of ABC Recording Studio?. I can give you the same quality, with better service, etc..." and then this sh*t happens and it makes me not want to solicit work cause I am afraid of embarrassment. This doesn't happen to "pro studios" does it?

Am I being too critical?

thx

b

"Neil" <OIUIU@IOU.com> wrote:

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Subject: Re: Artifacts

Posted by [Martin Harrington](#) on Mon, 11 Jun 2007 00:14:24 GMT

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Of course it happens in Pro Studios...only more so, because they're putting
through more work.

It just happens, don't know why, don't know when.....

--

Martin Harrington

www.lendaneer-sound.com

0414 913 247

"Brandon" <A@A.com> wrote in message news:466c5825\$1@linux...

>

> Neil,

>

> ok..

> There was clipping at several different places..

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> on the main bus.

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> After that was fixed I could then notice the artifacts on the first couple

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"Brandon" <A@A.com> wrote:

Page 62 of 79 ---- Generated from The PARIS Forums

>After that was fixed I could then notice the artifacts on the
>first couple phrases of the vox...the Mmmm's in the beginning
>and the phrase after it. Seems to go away after that.

OK, so those are two entirely different issues, then.

>I am going to sweat it because if I wasn't lucky enough to have
>that same phrase later in the song it would have been a bust.
>Well Maybe not...there were other takes, but what if there
>wasn't??? :-0

What if lightning struck your house that day & fried all your
shit? What if the singer had a heart attack right in the middle
of the 2nd verse? What if? What if? Look, you got lucky & it all
worked out, don't what if yourself to death over it & just
monitor more carefully in the future, do that if you do get some
little noise creeping in you'll be more likely to catch it at
the time.

>I will try and duplicate the artifacts like you said.
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work cause I am afraid of embarrassment. This doesn't
>happen to "pro studios" does it?

See what Martin said... bad stuff/weird stuff happens at every
level of every endeavor, no matter what industry you're talking
about.

>Am I being too critical?

Yes and no. Obviously you can't have clicks, ticks, and pops
going on & expect to produce a quality product of any kind, but
like I said, if it was a one-time thing & you can't reproduce
it, don't oversweat the incidental stuff... it may never happen
again (but I can probably guarantee you something ELSE
will! :)). You fixed the track, lesson learned - be more
careful to review things while the band or artist is still
there, so that anything like that can be fixed with a punch or a
re-do... and no, don't be embarrassed to say: "Hey, there's this
little noise... hear it? Let's go over that section one more
time so we can get rid of that" They'll realize you care about
their efforts & their product.

Neil

Subject: Re: Artifacts

Posted by [Deej \[4\]](#) on Thu, 14 Jun 2007 13:24:18 GMT

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I bought one of those cheapo CD players at WalMart and thought I was losing my mind when I used it for referencing CD's. The converters were soooooo bad that "everything" I played on it sucked. Try playing back some other program material and check for suckage.....it may be "it" and not "you" .

Deej

"Brandon" <a@a.com> wrote in message news:46689f25\$1@linux...

>

> Neil,

>

> I just put those L2s to be sure nothing was clipping.

> The thresholds are at Zero and the output is -2db.

> The problem is I dont hear it on my system. I hear it

> on my portable CD player with my AKG headphones.

> You dont hear it on a boombox or home stereo or car stereo.

> The source material is not clipped I am sure.

> Could this be a buffer setting that is screwing my export up?

> thx

> b

>

>

>

>

>

>

> "Neil" <IUOI@OIU.com> wrote:

>>

>>Isolate one of the artifacts & zoom all the way in & see if you

>>see a little spike on the waveform. If that's the case, then

>>you need to edit those tiny sections somehow, if it's not, then

>>start your processing with one plugin at a time until you hear

>>it, then you'll know what's causing it (if it's a plugin).

>>

>>They're happeneing in the same places every time, right?

>>

>>That's all I can think of - Apart from the fact that you're

>>absolutely psycho to be using three L2's in a row on a piece of

>>this nature - lol! Are you perhaps clipping things that are

>>already clipped, then clipping those clipped clips one last

>>time before it hits your ears?

>>

>>Neil

>>

>>"Brandon" <a@a.com> wrote:

>>>
>>>No no Autotune.
>>>Vox main chain is:
>>>Waves EQ (cutting only)
>>>WavesL2
>>>
>>>Vox FX channel chain is:
>>>SIR
>>>WavesL2
>>>
>>>Main Bus Chain is:
>>>WavesEQ(cutting only)
>>>Waves L2
>>>
>>>thx
>>>b
>>>
>>>EK Sound <askme@nospam.com> wrote:
>>>>Do you have Autotune on the lead vox? I have found that plug to have
>
>>>>NO headroom...
>>>>
>>>>David.
>>>>
>>>>Brandon wrote:
>>>>> All,
>>>>>
>>>>> I have finished that mix I posted earlier.
>>>>> I incorporated a few dbs on the lead vox, a touch of the highs on th
>>guitars
>>>>> and few other minor things.
>>>>> No there is one major thing that is annoying the h@ll out of me.
>>>>> I dont know if you can hear it on the MP3s I posted , but there is
>>>>> noticable
>>>>> distortion on the loud parts of the lead vocal.
>>>>> I dont hear these on my mixing monitors during playback.
>>>>> I thought it was the Antares Tube plug which I removed completely.
>>>>> That
>>>was
>>>>> not it. I finally thru a limiter on the lead vox channel and also on
>>the
>>>>> vox FX channel just for good measure. I backed off of the threshold
> on
>>>the
>>>>> main bus limiter by 2 db. It was set at -18 I took it to -16. You can
>>>see
>>>>> my mix was not very hot. This got rid of 75% of the problem. Now I
>>>>> hear

>>>little
>>>> artifacts on the lead vox that sound like processing artifacts to me.
>>>I am
>>>> wondering if SIR is doing this?? It is not wrapped. To mixdown I use
>>the
>>>> EXPORT in CUBASE SX3. Could it be somethng related to that method? Any
>>>ideas?
>>>> Thanks B
>>>
>>
>

Subject: Re: Artifacts
Posted by [Deej \[4\]](#) on Thu, 14 Jun 2007 13:28:37 GMT
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I hate it when singers start "croaking" in my micorphones;

;o)

"Graham Duncan" <graham@grahamduncan.com> wrote in message
news:466af06b@linux...

> Brandon wrote:

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Subject: Re: Artifacts

Posted by [Deej \[4\]](#) on Thu, 14 Jun 2007 13:34:21 GMT

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Some major suckage happens in "pro" studios.....and I mean "major".....and some of them on't give a major **** about it either. Don;t let this get you down man. It's good that you care. Keep learning. One thing I've learned about tracking to Cubase and my RME converters is that the system seems to behave very differently from Paris and for whatever reason, I have more clipping (and other strangeness) issues. for some reason, Paris seemed to be more forgiving while tracking (or I just knew my calibration levels a bit better relative to certain preamp gain setting that I used regularly enough to be familiar with that didn't work the same with the RME converters)

Deej

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>>>> Crap I dont know.. My PS in my comp is brand new and plentiful. Motu
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>>>> Presonus are new. Mics hardly have any wear on them.
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>>>>
>>>>
>>>>
>>>>
>>>>
>>>>
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>>>> Graham Duncan <graham@grahamduncan.com> wrote:
>>>>>Brandon wrote:
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>>>>>> to the DAW and listened to the live feed. I was there. After
>>>>>> stripping
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>>>> Well
>>>>>> I guess actually I do.. I wasnt listening thru headphones I was
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>>>>>> thru the monitors. I cant hear it in the monitors.Anyway I was able
>>to
>>>> grab
>>>>>> the phrase from later in the trak and copy it over and that fixed it.
>>>> This
>>>>>> is very unsettling. I wonder if it is the tube in my mic...??? How

Subject: Re: Artifacts
Posted by [brandon\[2\]](#) on Thu, 14 Jun 2007 14:30:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
-----=_NextPart_000_01B5_01C7AE66.B65EECC0
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Content-Transfer-Encoding: quoted-printable
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"DJ" <www.aarrrrggghhh!!!.com> wrote in message news:46714584\$1@linux...
Some major suckage happens in "pro" studios.....and I mean=20
"major".....and some of them on't give a major **** about it either. =
Don;t=20

let this get you down man. It's good that you care. Keep learning. One =
thing=20
I've learned about tracking to Cubase and my RME converters is that =
the=20
system seems to behave very differently from Paris and for whatever =
reason,=20
I have more clipping (and other strangeness) issues. for some reason, =
Paris=20
seemed to be more forgiving while tracking (or I just knew my =
calibration=20
levels a bit better relative to certain preamp gain setting that I =
used=20
regularly enough to be familiar with that didn't work the same with the =
RME=20
converters)

Deej

"Brandon" <A@A.com> wrote in message news:466c5825\$1@linux...
>
> Neil,
>
> ok..
> There was clipping at several different places..
> That was fixed by backing off of the threshold on the L2
> on the main bus.
>
> After that was fixed I could then notice the artifacts on the first =
couple
> phrases of the vox...the Mmmm's in the beginning and the phrase =
after it.
> Seems to go away after that.
>
> I am going to sweat it because if I wasn't lucky enough to have that =
same
> phrase later in the song it would have been a bust.
> Well Maybe not..there were other takes, but what if there wasn't??? =
:-0
>
> I will try and duplicate the artifacts like you said.
> I am always telling my friends "Why don't you record with me instead =
of=20
> ABC
> Recording Studio?. I can give you the same quality, with better =
service,
> etc..." and then this sh*t happens and it makes me not want to =
solicite=20

> work
> cause I am afraid of embarassment. This doesnt happen to "pro = studios" does
> it?
> Am I being too critical?
> thx
> b
>
>
>
> "Neil" <OIUIU@IOU.com> wrote:
>>
>>I don't think it's an "over", though - from the way he was
>>describing it. At first I thought he was talking about some
>>clipping that was happening at several places, but this is some
>>kind of one-time tiny little low-level noise... is that correct,
>>Brandon?
>>
>>Like I said, if it's a one-time event, there might be no way to
>>diagnose what caused it... best thing I would suggest before
>>you go spend money on something you may not need (although a
>>power conditioner is never a bad idea), try & get it to
>>duplicate without guinea-pigging your next client to find it -
>>record yourself singing with the exact same setup... just sing
>>something/anything accapella for about 4-5 minutes & see if any
>>of the same kind of noises show up on the recorded track. If it
>>does, switch mics & do it again, then search for noises... if
>>they still show up, switch preamps & try it again & so on.
>>IOW, process of elimination... if the noises show up no matter
>>what part of the signal chain you switch out, then it could be
>>power, or clocking, or ???
>>
>>But honestly, if this was one little noise that occurred over a
>>few hours worth of level-checking, tracking, and punching, etc,
>>I wouldn't even worry about it... seriously. It's just one of
>>those weird little things that's not worth sweating over unless
>>it shows up again.
>>
>>Neil
>>
>>
>>"Aaron Allen" <know-spam@not_here.dude> wrote:
>>>Another trick is to always track with two mics/pres, one set a few =
db=20
>>>lower
>>
>>>than the next. It's a simple proposition of copy/paste to fix overs =
that

>>way
>>>if you use the same mic/pre on both sides.
>>>
>>>AA
>>>
>>>
>>>"Brandon" <A@A.com> wrote in message news:466b3b16\$1@linux...
>>>>
>>>> I am always hearing these types of things so I thnik in my case I =
>>>> should
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>>>> to narrow it down.
>>>> I was really hoping this sort of thing would go away after moving =
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>>>>> I go about finding that out?
>>>>> thx again for everyones input.
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>>>>>
>>>>>I've had this happen on vocals too (mostly on tracks I've been =
sent for
>>>>>
>>>>>mixing). Most of the time it's a lip or back throat smack/croak=20
>>>>>that's
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>>>>>not that loud by itself but in the mix gets lifted out to sound =
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>>>>>clipping. I don't think it's the mic... though some mics bring =
it out
>>>>>more. I wouldn't worry about it unless it happens a lot.
>>>>>
>>>>>Samplitude's Spectral Cleaner is a brilliant tool for fixing this =
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>>>>>of thing.
>>>>>
>>>>>Graham
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>

-----=_NextPart_000_01B5_01C7AE66.B65EECC0

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<DIV>
--
Thanks,</DIV>
<DIV> </DIV>
<DIV>Brandon </DIV>
<DIV> </DIV>
<DIV> </DIV>
<DIV>"DJ" <<A=20
href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com> =
wrote in=20
message <A =
href=3D"news:46714584\$1@linux">news:46714584\$1@linux...</DIV>
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BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">Some=20
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</BLOCKQUOTE></BODY></HTML>

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