
Subject: OT: Waves plugins and CPU use
Posted by [Don Nafe](#) on Sun, 19 Feb 2006 16:05:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi all

Got an upgrade to Waves 3.5 and many of the plugs I used in 3.0 are now stereo plugs in 3.5

Does the stereo plug use more HP than it's mono counterpart?

And if so is there a way to copy user settings from a stereo plug to a mono version of the same plug

Don

Subject: Re: Waves plugins and CPU use
Posted by [RZ](#) on Sun, 19 Feb 2006 19:20:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have Waves 3.6 (free upgrade from 3.5) that has mono versions not available in 3.5. The theory is that it takes more cpu to process half of a stereo plug-in when you only need a mono. As far as presets; they have separate libraries which I assume makes them incompatible.

Just a side note: Since I did my last computer upgrade I get a DC pop at the beginning of a track playing back with DX plug-ins. Some plug-ins are worse than others with the Waves RComp being most offensive. This can be eliminated by placing a mute at the beginning of the track, but this doesn't prevent it when starting mid-song. I would sure like to know if anyone has ever experienced this before.

RZ

"Don Nafe" <dnafe@magma.ca> wrote in message news:43f8989e@linux...

> Hi all

>

> Got an upgrade to Waves 3.5 and many of the plugs I used in 3.0 are now
> stereo plugs in 3.5

>

> Does the stereo plug use more HP than it's mono counterpart?

>

> And if so is there a way to copy user settings from a stereo plug to a
> mono version of the same plug

>

> Don

>

Subject: Re: Waves plugins and CPU use
Posted by [Don Nafe](#) on Sun, 19 Feb 2006 20:44:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

I occasionally get the odd pop here and there and have always used your method of adding dead air just before the offending section...especially mid track

Don

"RZ" <pearlmusic@sbcglobal.net> wrote in message news:43f8c66f\$1@linux...
>I have Waves 3.6 (free upgrade from 3.5) that has mono versions not
>available in 3.5. The theory is that it takes more cpu to process half of a
>stereo plug-in when you only need a mono. As far as presets; they have
>separate libraries which I assume makes them incompatible.
>
> Just a side note: Since I did my last computer upgrade I get a DC pop at
> the beginning of a track playing back with DX plug-ins. Some plug-ins are
> worse than others with the Waves RComp being most offensive. This can be
> eliminated by placing a mute at the beginning of the track, but this
> doesn't prevent it when starting mid-song. I would sure like to know if
> anyone has ever experienced this before.
>
> RZ
>
> "Don Nafe" <dnafe@magma.ca> wrote in message news:43f8989e@linux...
>> Hi all
>>
>> Got an upgrade to Waves 3.5 and many of the plugs I used in 3.0 are now
>> stereo plugs in 3.5
>>
>> Does the stereo plug use more HP than it's mono counterpart?
>>
>> And if so is there a way to copy user settings from a stereo plug to a
>> mono version of the same plug
>>
>> Don
>>
>
>

Subject: Re: Waves plugins and CPU use
Posted by [Tom Bruhl](#) on Sun, 19 Feb 2006 21:06:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_000C_01C6356E.6C54F6A0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Don,

Render your Waves plugin tracks so you can still use live plugins during mixdown but with only one possible pop at the beginning in the track where the object starts.

Tom

"Don Nafe" <dnafe@magma.ca> wrote in message news:43f8da00@linux...

I occasionally get the odd pop here and there and have always used =
your=20

method of adding dead air just before the offending =
section...especially mid=20
track

Don

"RZ" <pearlmusic@sbcglobal.net> wrote in message =
news:43f8c66f\$1@linux...

>I have Waves 3.6 (free upgrade from 3.5) that has mono versions not=20
>avaialbe in 3.5. The theory is that it takes more cpu to process =
half of a=20

>stereo plug-in when you only need a mono. As far as presets; they =
have=20

>separate libraries which I assume makes them incompatible.

>

> Just a side note: Since I did my last computer upgrade I get a DC =
pop at=20

> the beginning of a track playing back with DX plug-ins. Some =
plug-ins are=20

> worse than others with the Waves RComp being most offensive. This =
can be=20

> eliminated by placing a mute at the beginning of the track, but this =

> doesn't prevent it when starting mid-song. I would sure like to =
know if=20

> anyone has ever experienced this before.

>

> RZ

>

> "Don Nafe" <dnafe@magma.ca> wrote in message news:43f8989e@linux...

>> Hi all

>>

>> Got an upgrade to Waves 3.5 and many of the plugs I used in 3.0 are =
now=20
>> stereo plugs in 3.5
>>
>> Does the stereo plug use more HP than it's mono counterpart?
>>
>> And if so is there a way to copy user settings from a stereo plug =
to a=20
>> mono version of the same plug
>>
>> Don
>>
>
>=20

-----=_NextPart_000_000C_01C6356E.6C54F6A0

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

<HTML><HEAD>

<META http-equiv=3DContent-Type content=3D"text/html; =

charset=3Diso-8859-1">

<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>Don,</DIV>

<DIV>Render your Waves plugin tracks so you =
can still=20

use</DIV>

<DIV>live plugins during mixdown but =
with only=20

one</DIV>

<DIV>possible pop at the beginning in the =
track where=20

the</DIV>

<DIV>object starts.</DIV>

<DIV>Tom</DIV>

<BLOCKQUOTE=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Don Nafe" <<A =

href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20

wrote in message <A=20

href=3D"news:43f8da00@linux">news:43f8da00@linux...</DIV>I =

occasionally get=20
the odd pop here and there and have always used your
method of =
adding dead=20
air just before the offending section...especially mid=20

track

Don

"RZ" <<A=20
=
href=3D"mailto:pearlmusic@sbcglobal.net">pearlmusic@sbcglobal.net>=
wrote=20
in message <A=20
href=3D"news:43f8c66f\$1@linux">news:43f8c66f\$1@linux...
>I =
have Waves=20
3.6 (free upgrade from 3.5) that has mono versions not =

>avaialbe in=20
3.5. The theory is that it takes more cpu to process half of a=20

>stereo plug-in when you only need a mono. As far as =
presets;=20
they have
>separate libraries which I assume makes them=20
incompatible.
>
> Just a side note: Since I did my =
last=20
computer upgrade I get a DC pop at
> the beginning of a track =
playing=20
back with DX plug-ins. Some plug-ins are
> worse than =
others with=20
the Waves RComp being most offensive. This can be
> =
eliminated by=20
placing a mute at the beginning of the track, but this
> =
doesn't=20
prevent it when starting mid-song. I would sure like to know if =

>=20
anyone has ever experienced this before.
>
> =
RZ
>
>=20
"Don Nafe" <<A =
href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca> wrote in=20
message <A =
href=3D"news:43f8989e@linux">news:43f8989e@linux...
>>=20
Hi all
>>
>> Got an upgrade to Waves 3.5 and many of =
the=20
plugs I used in 3.0 are now
>> stereo plugs in=20
3.5
>>
>> Does the stereo plug use more HP than it's =
mono=20
counterpart?
>>
>> And if so is there a way to copy =
user=20
settings from a stereo plug to a
>> mono version of the same =

plug
>>
>> Don
>>
>>=20

</BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_000C_01C6356E.6C54F6A0--

Subject: Re: Waves plugins and CPU use
Posted by [Aaron Allen](#) on Sun, 19 Feb 2006 21:10:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yup. The way I handle it is I keep a blank audio file to put 'behind' the partial audio you want to keep. Make sure to lock your crossfade handles on the audio track you want to put on top of the blank before laying it back over.

Lock audio handles in editor

Move audio to jail

Import one 'blank' audio (I think I built mine by recording silence on a digital input... been a few years) and copy/paste it into the track you are experiencing track popping on

Pull the audio back out of the jail and put it back on top of the blank/silent track

The problem is that the audio stream does not exist if there is no track. Once it starts to stream, you will hear a pop at the beginning. Typically I preroll anyway (to get all the midi locked/sync'd) at the top so this isn't a big deal to have it at the first of the song, and I just automate mutes.

May this find use for you,
AA

"RZ" <pearlmusic@sbcglobal.net> wrote in message news:43f8c66f\$1@linux...
> I have Waves 3.6 (free upgrade from 3.5) that has mono versions not
> available in 3.5. The theory is that it takes more cpu to process half of a
> stereo plug-in when you only need a mono. As far as presets; they have
> separate libraries which I assume makes them incompatible.

>

> Just a side note: Since I did my last computer upgrade I get a DC pop at
> the beginning of a track playing back with DX plug-ins. Some plug-ins are
> worse than others with the Waves RComp being most offensive. This can be
> eliminated by placing a mute at the beginning of the track, but this
> doesn't prevent it when starting mid-song. I would sure like to know if
> anyone has ever experienced this before.

>

> RZ

>

> "Don Nafe" <dnafe@magma.ca> wrote in message news:43f8989e@linux...

>> Hi all

>>

>> Got an upgrade to Waves 3.5 and many of the plugs I used in 3.0 are now
>> stereo plugs in 3.5

>>

>> Does the stereo plug use more HP than it's mono counterpart?
>>
>> And if so is there a way to copy user settings from a stereo plug to a
>> mono version of the same plug
>>
>> Don
>>
>
>

Subject: Re: Waves plugins and CPU use
Posted by [RK](#) on Sun, 19 Feb 2006 22:45:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

I had a case of the pops with 3.5 as well. Did the workarounds, then worked back around to 3.0.

Kent

"Don Nafe" <dnafe@magma.ca> wrote in message news:43f8989e@linux...

> Hi all
>
> Got an upgrade to Waves 3.5 and many of the plugs I used in 3.0 are now
> stereo plugs in 3.5
>
> Does the stereo plug use more HP than it's mono counterpart?
>
> And if so is there a way to copy user settings from a stereo plug to a
mono
> version of the same plug
>
> Don
>
>

Subject: Re: Waves plugins and CPU use
Posted by [Suad](#) on Thu, 23 Feb 2006 20:42:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

I found that any Waves newer than 3.2 can crash PARIS when switching submixes from virtual to card and sometimes on project startup. More when there is many plugins... BBE sonic maximizer DX is the same story... VST works fine.
.....and on 98 or ME everything works fine... (even Waves 5.0)

I stuck on 3.2 DX on Win XP.

Cheers.

Suad

"Kent" <kent510745@hotmail.com> wrote in message news:43f8f64a@linux...

> I had a case of the pops with 3.5 as well. Did the workarounds, then worked

> back around to 3.0.

>

> Kent

>

> "Don Nafe" <dnafe@magma.ca> wrote in message news:43f8989e@linux...

> > Hi all

> >

> > Got an upgrade to Waves 3.5 and many of the plugs I used in 3.0 are now stereo plugs in 3.5

> >

> > Does the stereo plug use more HP than it's mono counterpart?

> >

> > And if so is there a way to copy user settings from a stereo plug to a

> mono

> > version of the same plug

> >

> > Don

> >

> >

>

>