**Subject: Crackles are back...not on SPDIF though**
Posted by Rod Lincoln on Sun, 04 Nov 2007 05:07:12 GMT

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Rod

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Posted by Rod Lincoln on Sun, 04 Nov 2007 06:28:59 GMT

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Posted by Neil on Sun, 04 Nov 2007 07:18:29 GMT
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This is weird... have you tried any of the following:

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on the left channel? or is the crackling then centered?

2.) removing ALL plugins & EFX, and bouncing dry/clean like
that, with everything panned as you normally would for this
mix? This includes anything inserted across the 2-buss.

3.) can you determine where the crackle rears it's ugly head?
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it's intermittent, does it seem to coincide with any particular
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4.) mute/disconnect the right channel when listening back to
the crackle-infested bounce to see if there's any pattern that
might apply to (3) above?

5.) Is the crackle happening on ALL systems? IOW, have you
burned a CD of the bounced tracks & played it back on a home
stereo, in your car, on headphones, etc? Is it possible that
for some odd reason the crackle is due to something in your
monitoring setup that isn't showing up on regular playback, but
might be showing up on a rendered file?

6.) What happens when you open up an older project that you
DIDN'T have this problem on...? If you do a bounce with that,
does it sound as it did before, or does it now have the
crackles in it?

7.) Have you tried physically swapping your left speaker with
your right speaker?

Just trying to think of things to try & narrow it down by
process of elimination.

Can you e-mail me an mp3 file of any song or songs that it's
doing this on? If so, send it to:   neil  DOT henderson AT
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## Subject: Re: Crackles are back...not on SPDIF though
Posted by Rod Lincoln on Mon, 05 Nov 2007 03:40:35 GMT
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Neil, thanks for your response. see my answers interleaved below
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didn't like, but just to be sure I reloaded the new version of the UAD software
(the one with the Neve 88)  and it still didn't crackle. At that point I
thought it might be something else altogether and since I am in the middle
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with each other, to hear the difference, since the crackles appeared to be
random.) There were maybe 1 or 2 crackles per song on a couple songs, and
no crackles on the other 3 (that I've done so far). I'm wondering now if
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## Subject: Re: Crackles are back...not on SPDIF though
Posted by Tom Bruhl on Mon, 05 Nov 2007 07:20:44 GMT

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This is a multi-part message in MIME format.

------=_NextPart_000_006C_01C81F52.7849A210
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Hey Rod,
Do the crackles repeat themselves in exactly the same places
on play back?  If not, I'd look at hardware.  Do they show up
in the waveform or are they to low in level? =20

If you suspect hardware I'd think CPU, fan (make it cold!) or
power supply.  Not in that order.  Start with the cheapest fixes first.
Maybe you were right way back with the bad UAD assumption?

Still kickin' Paris around,
Tom

  "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
news:472e82a3$1@linux...

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I choose Polesoft Lockspam to fight spam, and you?
http://www.polesoft.com/refer.html
------=_NextPart_000_006C_01C81F52.7849A210
Content-Type: text/html;

charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Hey Rod,</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>"Rod Lincoln" &lt;<A=20
  =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
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------=_NextPart_000_006C_01C81F52.7849A210--

## Subject: Re: Crackles are back...not on SPDIF though
Posted by Rod Lincoln on Mon, 05 Nov 2007 15:10:29 GMT
View Forum Message <> Reply to Message

I agree with you, except that when I play back an old project that didn't
have the problem, it doesn't crackl, even with more tracks and the same plugs
as the ppj's that crackle.
Rod
"Tom Bruhl" <arpegio@comcast.net> wrote:
>
>
>Hey Rod,
>Do the crackles repeat themselves in exactly the same places
>on play back?  If not, I'd look at hardware.  Do they show up
>in the waveform or are they to low in level? =20
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>If you suspect hardware I'd think CPU, fan (make it cold!) or
>power supply.  Not in that order.  Start with the cheapest fixes first.
>Maybe you were right way back with the bad UAD assumption?
>
>Still kickin' Paris around,
>Tom
>
> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
>news:472e82a3$1@linux...
>
> Neil, thanks for your response. see my answers interleaved below
> Rod
> "Neil" <OIU@I.com> wrote:
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> >This is weird... have you tried any of the following:

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> >1.) pan everything to center, and then see if it still shows up
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><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>
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> disk" crackles whipped, but they came<BR>>>>back. This time I =
>
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> to<BR>>cure<BR>>>>it. I havn't tried it yet with bounce to =
>disk to=20
> verify that the crackling<BR>>>>comes back, but I bet it =
>will. I=20
> wonder what could be causing this? =
>The<BR>>>>last<BR>>>>time I=20
> did a fresh install of my system (via ghost) and it seemed to=20
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>CKQUOTE>

><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =
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>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=

>
>

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## Subject: Re: Crackles are back...not on SPDIF though
Posted by Tom Bruhl on Mon, 05 Nov 2007 15:26:09 GMT
View Forum Message <> Reply to Message

This is a multi-part message in MIME format.

------=_NextPart_000_001F_01C81F96.48564D30
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Okay Rod,
How about one track with the UAD plugs
that has a few rough spots that are amplified
by the plugin set?

Mute one track at a time to find it.  PITA for sure.
???
Tom
  "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
news:472f2455$1@linux...

  I agree with you, except that when I play back an old project that =
didn't
  have the problem, it doesn't crackl, even with more tracks and the =
same plugs
  as the ppj's that crackle.=20
  Rod
  "Tom Bruhl" <arpegio@comcast.net> wrote:
  >
  >
  >Hey Rod,
  >Do the crackles repeat themselves in exactly the same places
  >on play back?  If not, I'd look at hardware.  Do they show up
  >in the waveform or are they to low in level? =3D20
  >
  >If you suspect hardware I'd think CPU, fan (make it cold!) or
  >power supply.  Not in that order.  Start with the cheapest fixes =
first.

>Maybe you were right way back with the bad UAD assumption?
>
>Still kickin' Paris around,
>Tom
>
> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
>news:472e82a3$1@linux...
>
> Neil, thanks for your response. see my answers interleaved below
> Rod
> "Neil" <OIU@I.com> wrote:
> >
> >This is weird... have you tried any of the following:
> >
> >1.) pan everything to center, and then see if it still shows up
> >on the left channel? or is the crackling then centered?
>
> Everything Panned Ctr still Crackles
> >
> >2.) removing ALL plugins & EFX, and bouncing dry/clean like
> >that, with everything panned as you normally would for this
> >mix? This includes anything inserted across the 2-buss.
>
> Bounce with No FX (Auxes, both internal and external) still =
Crackles
>
> Bounce with no plugs...this does produce a crackle free bounce. I =
=3D
>tried this
> the first time it happened a couple weeks ago, and thought I had it =
 =3D
>narrowed
> down to the UAD plugs. I re-ghosted to a sys version that had an =
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> didn't like, but just to be sure I reloaded the new version of the =
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> (the one with the Neve 88)  and it still didn't crackle. At that =

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 =3D
 >I
 > thought it might be something else altogether and since I am in the =
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 > of a mixing project that I'm using the Neve 88 plug on a lot (love =
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 >what it
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 >are hooked
> up thru the spdif out of the mec to a DAC-1 to a PVC passive volume =
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 >control.
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  > I appreciate your thought process. If this makes a light go off for =
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  >you,
  > please let me know.
  > >
  > >Can you e-mail me an mp3 file of any song or songs that it's
  > >doing this on? If so, send it to:   neil  DOT henderson AT
  > >sbcglobal DOT net   I'd be curious as to what it sounds like.
  >
  > will Do
  > >
  > >Neil
  > >
  > >
  > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
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>
>
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>I choose Polesoft Lockspam to fight spam, and you?
>http://www.polesoft.com/refer.html  =20
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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>charset=3D3Diso-8859-1">
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><BODY bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial size=3D3D2>Hey Rod,</FONT></DIV>
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><BLOCKQUOTE=3D20
 >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
 >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 > <DIV>"Rod Lincoln" <<A=3D20
 > =3D
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> had it for today. Going to crash.<BR>>>Rod<BR>>>"Rod =3D
>Lincoln"=3D20
> <<A=3D20
> =3D
=
>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
/A>=3D
>>=3D20

> wrote:<BR>>>>><BR>>>>>Well, I THOUGHT I had my "bounce =3D
>to=3D20
> disk" crackles whipped, but they came<BR>>>>>back. This time I =3D
>
> re-patched and did a spdif bounce and that seemed=3D20
> to<BR>>cure<BR>>>>>it. I havn't tried it yet with bounce to =3D
>disk to=3D20
> verify that the crackling<BR>>>>>comes back, but I bet it =3D
>will. I=3D20
> wonder what could be causing this? =3D
>The<BR>>>>last<BR>>>>>time I=3D20
> did a fresh install of my system (via ghost) and it seemed to=3D20
> get<BR>>>>>rid of it, for a while. I'm going to try a bounce =3D
>to disk=3D20
> and see if the<BR>>>>>crackles return.<BR>>>>>The way =3D
>my=3D20
> system is set up, because of space limitations, and the=3D20
> fact<BR>>>>that<BR>>>>>I have to have my drums basically =3D
>in the=3D20
> mix position (facing the other<BR>>>>way)<BR>>>>>makes it =3D
>A=3D20
> FREAKIN PITA to crawl behind the gear and unplug the=3D20
> spdif<BR>cable<BR>>>>>going to the DAC-1 and re-patch a cable =3D
>loop. I=3D20
> accidently unplugged something<BR>>>>>while doing it, and had =3D
>to rip=3D20
> abouat half the system out to find=3D20
> =3D
>it.<BR>ERRRRRRRRRRRRRRRR!<BR>>>>>Rod<BR>>>><BR>><BR></BLO=3D
>CKQUOTE>
><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
spam, =3D
>and=3D20
>you?<BR><A=3D20
=
>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
>.html</A> </FONT></DIV></BODY></HTML>
>
>


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Content-Transfer-Encoding: quoted-printable

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charset=3Diso-8859-1">
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<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Okay Rod,</FONT></DIV>
<DIV>
<DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>How about one =
track with=20
the UAD plugs</FONT></DIV>
<DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>that has a =
few rough spots=20
that are amplified</FONT></DIV>
<DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>by the plugin =

set?</FONT></DIV>
<DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
size=3D2></FONT> </DIV>
<DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>Mute one =
track at a time to=20
find it.  PITA for sure.</FONT></DIV>
<DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
size=3D2>???</FONT></DIV>
<DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
size=3D2>Tom</FONT></DIV></DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Rod Lincoln" &lt;<A=20
  =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
  wrote in message <A=20
  href=3D"news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I =
agree=20
  with you, except that when I play back an old project that =
didn't<BR>have the=20
  problem, it doesn't crackl, even with more tracks and the same =
plugs<BR>as the=20
  ppj's that crackle. <BR>Rod<BR>"Tom Bruhl" &lt;<A=20
  href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>&gt;=20
  wrote:<BR>&gt;<BR>&gt;<BR>&gt;Hey Rod,<BR>&gt;Do the crackles repeat=20
  themselves in exactly the same places<BR>&gt;on play back?  If =
not, I'd=20
  look at hardware.  Do they show up<BR>&gt;in the waveform or are =
they to=20
  low in level? =3D20<BR>&gt;<BR>&gt;If you suspect hardware I'd think =
```

CPU, fan=20
  (make it cold!) or<BR>&gt;power supply.  Not in that order.  =
Start=20
  with the cheapest fixes first.<BR>&gt;Maybe you were right way back =
with the=20
  bad UAD assumption?<BR>&gt;<BR>&gt;Still kickin' Paris=20
  around,<BR>&gt;Tom<BR>&gt;<BR>&gt;  "Rod Lincoln" &lt;<A=20
  =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
  wrote in message =
=3D<BR>&gt;news:472e82a3$1@linux...<BR>&gt;<BR>&gt;  Neil,=20
  thanks for your response. see my answers interleaved =
below<BR>&gt; =20
  Rod<BR>&gt;  "Neil" &lt;<A =
href=3D"mailto:OIU@I.com">OIU@I.com</A>&gt;=20
  wrote:<BR>&gt;  &gt;<BR>&gt;  &gt;This is weird... have you =
tried=20
  any of the following:<BR>&gt;  &gt;<BR>&gt;  &gt;1.) pan =
everything=20
  to center, and then see if it still shows up<BR>&gt;  &gt;on the =
left=20
  channel? or is the crackling then centered?<BR>&gt;<BR>&gt;  =
Everything=20
  Panned Ctr still Crackles<BR>&gt;  &gt;<BR>&gt;  &gt;2.) =
removing=20
  ALL plugins &amp; EFX, and bouncing dry/clean like<BR>&gt;  =
&gt;that,=20
  with everything panned as you normally would for this<BR>&gt;  =
&gt;mix?=20
  This includes anything inserted across the =
2-buss.<BR>&gt;<BR>&gt; =20
  Bounce with No FX (Auxes, both internal and external) still=20
  Crackles<BR>&gt;<BR>&gt;  Bounce with no plugs...this does =
produce a=20
  crackle free bounce. I =3D<BR>&gt;tried this<BR>&gt;  the first =
time it=20
  happened a couple weeks ago, and thought I had it =20
  =3D<BR>&gt;narrowed<BR>&gt;  down to the UAD plugs. I re-ghosted =
to a sys=20
  version that had an =3D<BR>&gt;earlier<BR>&gt;  UAD install =
(can't remember=20
  the number, it had the Helios, but not =
the<BR>=3D<BR>&gt;Neve<BR>&gt; =20
  88)and the crackles went away, so I thought it was a software rev=20
  that<BR>=3D<BR>&gt;Paris<BR>&gt;  didn't like, but just to be =
sure I=20
  reloaded the new version of the =

UAD<BR>=3D<BR>&gt;software<BR>&gt;  (the=20
  one with the Neve 88)  and it still didn't crackle. At that=20
  point<BR>=3D<BR>&gt;I<BR>&gt;  thought it might be something else =

  altogether and since I am in the =3D<BR>&gt;middle<BR>&gt;  of a =
mixing=20
  project that I'm using the Neve 88 plug on a lot (love =3D<BR>&gt;what =

  it<BR>&gt;  does) I just went for it, listening closely to =
bounces. I=20
  actually did<BR>=3D<BR>&gt;2<BR>&gt;  bounces of every mix and =
listened=20
  back to both at the same time, out =3D<BR>&gt;of phase<BR>&gt;  =
with each=20
  other, to hear the difference, since the crackles appeared =
=3D<BR>&gt;to=20
  be<BR>&gt;  random.) There were maybe 1 or 2 crackles per song on =
a=20
  couple songs,<BR>=3D<BR>&gt;and<BR>&gt;  no crackles on the other =
3 (that=20
  I've done so far). I'm wondering now<BR>=3D<BR>&gt;if<BR>&gt;  it =
is a UAD=20
  rev problem that only shows up after some wear and tear=20
  on<BR>=3D<BR>&gt;the<BR>&gt;  sys. I'm going to re-ghost and =
re-load=20
  the=3D20<BR>&gt;  UAD software (Neve 88 ver) tommorrow and see =
what=20
  happens.<BR>&gt;  Just to reiterate...when I did a spdif bounce, =
even=20
  with my system as<BR>=3D<BR>&gt;it<BR>&gt;  is tonight, there are =
no=20
  crackles. That's wierd. Also the crackles =
=3D<BR>&gt;never<BR>&gt;  show=20
  till listening to the bounced file.<BR>&gt;  &gt;<BR>&gt;  =
&gt;3.)=20
  can you determine where the crackle rears it's ugly =
head?<BR>&gt; =20
  &gt;IOW, is it constant, more or less, or is it intermittent? =
If<BR>&gt; =20
  &gt;it's intermittent, does it seem to coincide with any=20
  particular<BR>&gt;  &gt;instrument or track? For example, could =
it be a=20
  particular<BR>&gt;  &gt;plugin on the - let's say - cowbell =
track, which=20
  occurs though<BR>&gt;  &gt;most of the song, but not on the =
(confounded)=20
  bridge?<BR>&gt;<BR>&gt;  totally random...not in anyway =
associated with a=20

particular =3D&lt;BR&gt;&gt;instrument. Fairly&lt;BR&gt;&gt;  study though, = like a bowl=20
  of rice crispies.&lt;BR&gt;&gt;  &gt;&lt;BR&gt;&gt;  &gt;4.) = mute/disconnect the=20
  right channel when listening back to&lt;BR&gt;&gt;  &gt;the = crackle-infested=20
  bounce to see if there's any pattern that=3D20&lt;BR&gt;&gt;  &gt;might = apply to=20
  (3) above?&lt;BR&gt;&gt;&lt;BR&gt;&gt;  none&lt;BR&gt;&gt;  &gt;&lt;BR&gt;&gt;  = &gt;5.)=20
  Is the crackle happening on ALL systems? IOW, have you&lt;BR&gt;&gt; =20
  &gt;burned a CD of the bounced tracks &amp; played it back on a=20
  home&lt;BR&gt;&gt;  &gt;stereo, in your car, on headphones, etc? Is it = possible=20
  that&lt;BR&gt;&gt;  &gt;for some odd reason the crackle is due to = something in=20
  your&lt;BR&gt;&gt;  &gt;monitoring setup that isn't showing up on = regular=20
  playback, but&lt;BR&gt;&gt;  &gt;might be showing up on a rendered=20
  file?&lt;BR&gt;&gt;  This first came to my attention after I burned a = CD of=20
  test mixes for&lt;BR&gt;=3D&lt;BR&gt;&gt;the&lt;BR&gt;&gt;  client and he called me = after he=20
  got home and listened on his system =3D&lt;BR&gt;&gt;(this&lt;BR&gt;&gt;  was = an audio=20
  CD)so I would say it happens on all systems...but I =3D&lt;BR&gt;&gt;havn't=20
  burnt&lt;BR&gt;&gt;  another CD yet.&lt;BR&gt;&gt;  It does happen on my = NS 10's=20
  as well as my Mackie  824's. The 824's =3D&lt;BR&gt;&gt;are = hooked&lt;BR&gt;&gt; =20
  up thru the spdif out of the mec to a DAC-1 to a PVC passive volume=20
  =3D&lt;BR&gt;&gt;control.&lt;BR&gt;&gt;  The NS 10's are hooked up thru 2 = analogue outs=20
  from the Mec into a GFA&lt;BR&gt;=3D&lt;BR&gt;&gt;power&lt;BR&gt;&gt;  amp. = Crackles exisist=20
  on the left channel on both sets of speakers.&lt;BR&gt;&gt;  = &gt;&lt;BR&gt;&gt; =20
  &gt;6.) What happens when you open up an older project that = you&lt;BR&gt;&gt; =20
  &gt;DIDN'T have this problem on...? If you do a bounce with=20
  that,&lt;BR&gt;&gt;  &gt;does it sound as it did before, or does it now = have=20
  the&lt;BR&gt;&gt;  &gt;crackles in it?&lt;BR&gt;&gt;&lt;BR&gt;&gt;  Not nearly = as=20
  bad...No study diet of rice crispies, but there were a=20
  =3D&lt;BR&gt;&gt;couple&lt;BR&gt;&gt;  of crackles (random, I bounced twice = and listend=20
  to both mixes out of&lt;BR&gt;=3D&lt;BR&gt;&gt;phase,&lt;BR&gt;&gt;  set markers at =

the=20
  crackles, and verified by listening one at a=20
  time)<BR>=3D<BR>&gt;This<BR>&gt;  also leads me to believe it's =
some sort=20
  of ppj corruption brought on =3D<BR>&gt;by the<BR>&gt;  UAD =
stuff, only it=20
  happens over time, but I haven't been able to =3D<BR>&gt;verify=20
  this<BR>&gt;  yet.<BR>&gt;  &gt;<BR>&gt;  &gt;7.) Have =
you=20
  tried physically swapping your left speaker with<BR>&gt;  =
&gt;your right=20
  speaker?<BR>&gt;  swapping speakers make no difference, swapping =
the=20
  cables leading to =3D<BR>&gt;the<BR>&gt;  speakers makes it =
happen in the=20
  right speaker.<BR>&gt;  &gt;<BR>&gt;  &gt;Just trying to =
think of=20
  things to try &amp; narrow it down by<BR>&gt;  &gt;process of=20
  elimination.<BR>&gt;<BR>&gt;  I appreciate your thought process. =
If this=20
  makes a light go off for =3D<BR>&gt;you,<BR>&gt;  please let me=20
  know.<BR>&gt;  &gt;<BR>&gt;  &gt;Can you e-mail me an mp3 =
file of=20
  any song or songs that it's<BR>&gt;  &gt;doing this on? If so, =
send it=20
  to:   neil  DOT henderson AT<BR>&gt;  =
&gt;sbcglobal DOT=20
  net   I'd be curious as to what it sounds=20
  like.<BR>&gt;<BR>&gt;  will Do<BR>&gt;  &gt;<BR>&gt; =20
  &gt;Neil<BR>&gt;  &gt;<BR>&gt;  &gt;<BR>&gt;  &gt;"Rod =
Lincoln"=20
  &lt;<A=20
  =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
  wrote:<BR>&gt;  &gt;&gt;<BR>&gt;  &gt;&gt;OK..I got =
everything=20
  hooked backk up and sure enough, the crackle =
is<BR>=3D<BR>&gt;back<BR>&gt; =20
  &gt;&gt;on bounce to disk...in the left channel only, same as always. =
I=20
  =3D<BR>&gt;tried panning<BR>&gt;  &gt;&gt;everything oppisite, =
crackle,=20
  tried lowering levels, crackle.<BR>&gt;  &gt;&gt;When I took all =
the=20
  tracks off the submixes except for the drums=20
  on<BR>=3D<BR>&gt;submix<BR>&gt;  &gt;&gt;1, there were NO =
crackles. There=20

were also NO crackles when bouncing<BR>=3D<BR>&gt;audio<BR>&gt; =20
&gt;&gt;from any submix by itself.=3D20<BR>&gt;  &gt;&gt;This is =
a 24 bit=20
mix with 24 bit tracks, so I tried (advice from =
=3D<BR>&gt;Aaron)<BR>&gt; =20
&gt;rendering<BR>&gt;  &gt;&gt;some of the tracks to 16 bit. I =
rendered=20
all the drums (15 tracks) =3D<BR>&gt;and<BR>&gt;  5<BR>&gt;  =

&gt;&gt;other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =

came<BR>=3D<BR>&gt;back<BR>&gt;  &gt;&gt;when bouncing the entire =
mix.=20
That's where I'm at. I can always do =3D<BR>&gt;the<BR>&gt; =20
spdif<BR>&gt;  &gt;&gt;bounce method...it's a real hassle because =
of the=20
way my moitoring =3D<BR>&gt;and<BR>&gt;  work<BR>&gt;  =
&gt;&gt;flow=20
is, but it's doable, and seems to work, but I'd like to get =
=3D<BR>&gt;this=20
thing<BR>&gt;  &gt;&gt;figured out.=3D20<BR>&gt;  =
&gt;&gt;I've had it=20
for today. Going to crash.<BR>&gt;  &gt;&gt;Rod<BR>&gt; =20
&gt;&gt;"Rod Lincoln" &lt;<A=20
=
href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A>=
&gt;=20
wrote:<BR>&gt;  &gt;&gt;&gt;<BR>&gt;  &gt;&gt;&gt;Well, I =
THOUGHT I=20
had my "bounce to disk" crackles whipped, but =3D<BR>&gt;they =
came<BR>&gt; =20
&gt;&gt;&gt;back. This time I re-patched and did a spdif bounce and =
that=20
seemed<BR>=3D<BR>&gt;to<BR>&gt;  &gt;cure<BR>&gt;  =
&gt;&gt;&gt;it. I=20
havn't tried it yet with bounce to disk to verify that the=20
=3D<BR>&gt;crackling<BR>&gt;  &gt;&gt;&gt;comes back, but I bet =
it will. I=20
wonder what could be causing this?<BR>=3D<BR>&gt;The<BR>&gt; =20
&gt;&gt;last<BR>&gt;  &gt;&gt;&gt;time I did a fresh install of =
my system=20
(via ghost) and it seemed =3D<BR>&gt;to get<BR>&gt;  =
&gt;&gt;&gt;rid of it,=20
for a while. I'm going to try a bounce to disk and see =3D<BR>&gt;if=20
the<BR>&gt;  &gt;&gt;&gt;crackles return.<BR>&gt;  =
&gt;&gt;&gt;The=20
way my system is set up, because of space limitations, and=20
the<BR>=3D<BR>&gt;fact<BR>&gt;  &gt;&gt;that<BR>&gt;  =

&gt;&gt;&gt;I=20
  have to have my drums basically in the mix position (facing the=20
  =3D<BR>&gt;other<BR>&gt;  &gt;&gt;way)<BR>&gt;  =
&gt;&gt;&gt;makes it A=20
  FREAKIN PITA to crawl behind the gear and unplug the=20
  =3D<BR>&gt;spdif<BR>&gt;  cable<BR>&gt;  &gt;&gt;&gt;going =
to the=20
  DAC-1 and re-patch a cable loop. I accidently =3D<BR>&gt;unplugged=20
  something<BR>&gt;  &gt;&gt;&gt;while doing it, and had to rip =
abouat half=20
  the system out to find =3D<BR>&gt;it.<BR>&gt; =20
  ERRRRRRRRRRRRRRRR!<BR>&gt;  &gt;&gt;&gt;Rod<BR>&gt; =20
  &gt;&gt;<BR>&gt;  &gt;<BR>&gt;<BR>&gt;<BR>&gt;<BR>&gt;I choose =
Polesoft=20
  Lockspam to fight spam, and=20
  you?<BR>&gt;http://www.polesoft.com/refer.html  =20
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  Transitional//EN"&gt;<BR>&gt;&lt;HTML&gt;&lt;HEAD&gt; <BR>&gt;&lt;META=20
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  bgColor=3D3D#ffffff&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT face=3D3DArial =
size=3D3D2&gt;Hey=20
  Rod,&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =
face=3D3DArial=20
  size=3D3D2&gt;Do the crackles repeat themselves in =3D<BR>&gt;exactly=20
  the=3D20<BR>&gt;same =
places&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT=20
  face=3D3DArial size=3D3D2&gt;on play back? If not, I'd look at=20
  =3D<BR>&gt;<BR>&gt;hardware. Do they show=20
  up&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT face=3D3DArial=20
  size=3D3D2&gt;in the waveform or are they to low in =3D<BR>&gt;level?=20
  =3D20<BR>&gt;&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&lt;DIV&gt;&lt;FONT =
face=3D3DArial=20
  size=3D3D2&gt;&lt;/FONT&gt; &lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =
face=3D3DArial=20
  size=3D3D2&gt;If you suspect hardware I'd think=20
  CPU,<BR>=3D<BR>&gt;&lt;/FONT&gt;&lt;FONT=3D20 <BR>&gt;face=3D3DArial =
size=3D3D2&gt;fan=20
  (make it cold!) or&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =

  face=3D3DArial size=3D3D2&gt;power supply. Not in that =
=3D<BR>&gt;order.=20
  Start=3D20<BR>&gt;with &lt;/FONT&gt;&lt;FONT face=3D3DArial =

size=3D3D2&gt;the=20
 cheapest fixes=20
 =3D<BR>&gt;first.&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&lt;DIV&gt;&lt;FONT=20
 face=3D3DArial size=3D3D2&gt;Maybe you were right way back with=20
 the<BR>=3D<BR>&gt;bad=20
 =
UAD=3D20<BR> &gt;assumption?&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&lt;DIV&gt;&l=
t;FONT=20
 face=3D3DArial size=3D3D2&gt;&lt;/FONT&gt; =
&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT=20
 face=3D3DArial size=3D3D2&gt;Still kickin' Paris=20
 =3D<BR>&gt;around,&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&lt;DIV&gt;&lt;FONT =

 face=3D3DArial=20
 size=3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV&g t; <BR>&gt;&lt;DIV&gt;&lt;FONT=20
 face=3D3DArial size=3D3D2&gt;&lt;/FONT&gt;=20
 =
&lt;/DIV&gt;<BR>&gt;&lt;BLOCKQUOTE=3D20<BR >&gt;style=3D3D"PADDING-RIGHT: =
0px;=20
 PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>&gt;BORDER-LEFT: #000000 =
2px solid;=20
 MARGIN-RIGHT: 0px"&gt;<BR>&gt;  &lt;DIV&gt;"Rod Lincoln"=20
 &lt;&lt;A=3D20<BR>&gt;  =3D<BR>&gt;href=3D3D"<A=20
 =
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
mp;g'>mailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/=
A&gt;&amp;g</A>=3D<BR>&gt;t;=3D20<BR>&gt; =20
 wrote in message &lt;A=3D20<BR>&gt;  =3D<BR>&gt;href=3D3D"<A=20
 =
href=3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>Neil=
'>news:472e82a3$1@linux"&gt;news:472e82a3$1@linux&lt;/A&gt;...&lt;/DIV&gt=
;&lt;BR&gt;Neil</A>=3D<BR>&gt;,=3D20<BR>&gt; =20
 thanks for your response. see my answers interleaved=20
 =3D<BR>&gt;below&lt;BR&gt;Rod&lt;BR&gt; "Neil"=3D20<BR>&gt;  =
&lt;&lt;A=20
 href=3D3D"<A=20
 =
href=3D'mailto:OIU@I.com">OIU@I.com</A'>mailto:OIU@I.com"&gt;OIU@I.com&lt=
;/A</A>&gt;&gt;=20
 =3D<BR> &gt;wrote:&lt;BR&gt;&gt;&lt;BR&gt;&a mp;gt;This =
is=3D20<BR>&gt;  weird...=20
 have you tried any of the  following:&lt;BR&gt;&gt;&lt;BR&gt;&g t;1.)=20
 pan=3D20<BR>&gt;  everything to center, and then see if it still =
shows=20
 up&lt;BR&gt;&gt;on the =3D<BR>&gt;left=3D20<BR>&gt;  channel? or =
is the=20
 crackling then centered?&lt;BR&gt;&lt;BR&gt;Everything Panned =
=3D<BR>&gt;Ctr=20

still=3D20<BR>&gt;   Crackles&lt;BR&gt;&gt;&lt;BR&gt;&gt; 2.) =
removing ALL=20
  plugins &amp; EFX, and =3D<BR>&gt;bouncing=3D20<BR>&gt;  =
dry/clean=20
  like&lt;BR&gt;&gt;that, with everything panned as you normally =
=3D<BR>&gt;would=20
  for=3D20<BR>&gt;  this&lt;BR&gt;&gt;mix? This includes anything =
inserted=20
  across the=3D20<BR>&gt;  2-buss.&lt;BR&gt;&lt;BR&gt;Bounce with =
No FX=20
  (Auxes, both internal and external) =
=3D<BR>&gt;still=3D20<BR>&gt; =20
  Crackles&lt;BR&gt;&lt;BR&gt;Bounce with no plugs...this does produce a =
crackle=20
  =3D<BR>&gt;free=3D20<BR>&gt;  bounce. I tried this&lt;BR&gt;the =
first time it=20
  happened a couple weeks ago,<BR>=3D<BR>&gt;and=3D20<BR>&gt;  =
thought I had it=20
  narrowed&lt;BR&gt;down to the UAD plugs. I re-ghosted =3D<BR>&gt;to=20
  a=3D20<BR>&gt;  sys version that had an earlier&lt;BR&gt;UAD =
install (can't=20
  remember the =3D<BR>&gt;number, it=3D20<BR>&gt;  had the Helios, =
but not the=20
  Neve&lt;BR&gt;88)and the crackles went away, =
so<BR>=3D<BR>&gt;I=3D20<BR>&gt; =20
  thought it was a software rev that Paris&lt;BR&gt;didn't like, but =
just to=20
  =3D<BR>&gt;be sure I=3D20<BR>&gt;  reloaded the new version of =
the UAD=20
  software&lt;BR&gt;(the one with the Neve<BR>=3D<BR>&gt;<BR>&gt;  =
88) and it=20
  still didn't crackle. At that point I&lt;BR&gt;thought it =
=3D<BR>&gt;might=20
  be=3D20<BR>&gt;  something else altogether and since I am in the=20
  middle&lt;BR&gt;of a mixing<BR>=3D<BR>&gt;project=3D20<BR>&gt;  =
that I'm=20
  using the Neve 88 plug on a lot (love what it&lt;BR&gt;does) I=20
  just<BR>=3D<BR>&gt;went=3D20<BR>&gt;  for it, listening closely =
to bounces. I=20
  actually did 2&lt;BR&gt;bounces of =3D<BR>&gt;every =
mix=3D20<BR>&gt;  and=20
  listened back to both at the same time, out of phase&lt;BR&gt;with=20
  each<BR>=3D<BR>&gt;other,=3D20<BR>&gt;  to hear the difference, =
since the=20
  crackles appeared to =
be&lt;BR&gt;random.)<BR>=3D<BR>&gt;There=3D20 <BR>&gt; =20
  were maybe 1 or 2 crackles per song on a couple songs, and&lt;BR&gt;no =

=3D<BR>&gt;crackles on=3D20<BR>&gt;  the other 3 (that I've done =
so far). I'm=20
wondering now if&lt;BR&gt;it is a =3D<BR>&gt;UAD =
rev=3D20<BR>&gt;  problem=20
that only shows up after some wear and tear on the&lt;BR&gt;sys.=20
I'm<BR>=3D<BR>&gt;going=3D20<BR>&gt;  to re-ghost and re-load the =

&lt;BR&gt;UAD software (Neve 88 ver) tommorrow =3D<BR>&gt;and=20
see=3D20<BR>&gt;  what happens.&lt;BR&gt;Just to reiterate...when =
I did a=20
spdif bounce, even =3D<BR>&gt;with my=3D20<BR>&gt;  system as =
it&lt;BR&gt;is=20
tonight, there are no crackles. That's wierd.=20
Also<BR>=3D<BR>&gt;the=3D20<BR>&gt;  crackles never&lt;BR&gt;show =
till=20
listening to the bounced=20
=3D<BR> &gt;file.&lt;BR&gt;&gt;&lt;BR&gt;&am p;gt;3.)=3D20 <BR>&gt;  can =
you=20
determine where the crackle rears it's ugly head?&lt;BR&gt;&gt;IOW,=20
=3D<BR>&gt;is it=3D20<BR>&gt;  constant, more or less, or is it =
intermittent?=20
If&lt;BR&gt;&gt;it's =3D<BR>&gt;intermittent,=3D20<BR>&gt;  does =
it seem to=20
coincide with any particular&lt;BR&gt;&gt;instrument or =
=3D<BR>&gt;track?=20
For=3D20<BR>&gt;  example, could it be a =
particular&lt;BR&gt;&gt;plugin on=20
the - let's say - =3D<BR>&gt;cowbell=3D20<BR>&gt;  track, which =
occurs=20
though&lt;BR&gt;&gt;most of the song, but not on =
the=3D20<BR>&gt; =20
(confounded) bridge?&lt;BR&gt;&lt;BR&gt;totally random...not in anyway =

associated<BR>=3D<BR>&gt;with a=3D20<BR>&gt;  particular =
instrument.=20
Fairly&lt;BR&gt;study though, like a bowl of rice=3D20<BR>&gt; =20
crispies.&lt;BR&gt;&gt;&lt;BR&gt;&gt ;4.) mute/disconnect the right =
channel=20
when =3D<BR>&gt;listening=3D20<BR>&gt;  back to&lt;BR&gt;&gt;the=20
crackle-infested bounce to see if there's any =3D<BR>&gt;pattern=20
that=3D20<BR>&gt;  &lt;BR&gt;&gt;might apply to (3)=20
above?&lt;BR&gt;&lt;BR&gt;none&lt;BR&am ;gt;&gt;&lt;BR&gt;&gt;5.) Is=20
=3D<BR>&gt;the=3D20<BR>&gt;  crackle happening on ALL systems? =
IOW, have=20
you&lt;BR&gt;&gt;burned a CD of =3D<BR>&gt;the=3D20<BR>&gt;  =
bounced tracks=20
&amp; played it back on a home&lt;BR&gt;&gt;stereo, in your =
=3D<BR>&gt;car,=20

on=3D20<BR>&gt;  headphones, etc? Is it possible =
that&lt;BR&gt;&gt;for some=20
  odd reason the =3D<BR>&gt;crackle is=3D20<BR>&gt;  due to =
something in=20
  your&lt;BR&gt;&gt;monitoring setup that isn't showing up=20
  =3D<BR>&gt;on=3D20<BR>&gt;  regular playback, =
but&lt;BR&gt;&gt;might be=20
  showing up on a rendered =
=3D<BR>&gt;file?&lt;BR&gt;This=3D20<BR>&gt;  first=20
  came to my attention after I burned a CD of test mixes for=20
  =3D<BR>&gt;the&lt;BR&gt;client=3D20<BR>&gt;  and he called me =
after he got=20
  home and listened on his system =3D<BR>&gt;(this&lt;BR&gt;was=20
  an=3D20<BR>&gt;  audio CD)so I would say it happens on all =
systems...but I=20
  havn't=3D20<BR>&gt;  burnt&lt;BR&gt;another CD yet.&lt;BR&gt;It =
does happen=20
  on my NS 10's as well as my<BR>=3D<BR>&gt;<BR>&gt;  Mackie 824's. =
The 824's=20
  are hooked&lt;BR&gt;up thru the spdif out of =3D<BR>&gt;the =
mec=3D20<BR>&gt; =20
  to a DAC-1 to a PVC passive volume control.&lt;BR&gt;The NS 10's are=20
  hooked<BR>=3D<BR>&gt;up thru=3D20<BR>&gt;  2 analogue outs from =
the Mec into=20
  a GFA power&lt;BR&gt;amp. Crackles exisist<BR>=3D<BR>&gt;on =
the=3D20<BR>&gt; =20
  left channel on both sets of  speakers.&lt;BR&gt;&gt;&lt;BR&gt;&gt ;6.) =
What=20
  happens =3D<BR>&gt;when=3D20<BR>&gt;  you open up an older =
project that=20
  you&lt;BR&gt;&gt;DIDN'T have this problem =
=3D<BR>&gt;on...?=3D20<BR>&gt;  If=20
  you do a bounce with that,&lt;BR&gt;&gt;does it sound as it did =
before,=20
  =3D<BR>&gt;or does=3D20<BR>&gt;  it now have =
the&lt;BR&gt;&gt;crackles in=20
  it?&lt;BR&gt;&lt;BR&gt;Not nearly as bad...No =
=3D<BR>&gt;study=3D20<BR>&gt; =20
  diet of rice crispies, but there were a couple&lt;BR&gt;of crackles=20
  (random,<BR>=3D<BR>&gt;I=3D20<BR>&gt;  bounced twice and listend =
to both=20
  mixes out of phase,&lt;BR&gt;set markers =3D<BR>&gt;at =
the=3D20<BR>&gt; =20
  crackles, and verified by listening one at a time) This&lt;BR&gt;also=20
  leads<BR>=3D<BR>&gt;me to=3D20<BR>&gt;  believe it's some sort of =
ppj=20
  corruption brought on by the&lt;BR&gt;UAD =3D<BR>&gt;stuff,=20
  only=3D20<BR>&gt;  it happens over time, but I haven't been able =

to=20
  verify=3D20<BR>&gt;  =
 this&lt;BR&gt;yet.&lt;BR&gt;&gt;&lt; BR&gt;&gt;7.) Have=20
  you tried physically swapping =3D<BR>&gt;your left=3D20<BR>&gt;  =
speaker=20
  with&lt;BR&gt;&gt;your right speaker?&lt;BR&gt;swapping speakers make=20
  no=3D20<BR>&gt;  difference, swapping the cables leading to=20
  the&lt;BR&gt;speakers makes it =3D<BR>&gt;happen in=3D20<BR>&gt;  =
the right=20
   speaker.&lt;BR&gt;&gt;&lt;BR&gt;&gt; Just trying to think of things to=20
  =3D<BR>&gt;try &amp;=3D20<BR>&gt;  narrow it down =
by&lt;BR&gt;&gt;process of=20
  elimination.&lt;BR&gt;&lt;BR&gt;I appreciate =
=3D<BR>&gt;your=3D20<BR>&gt; =20
  thought process. If this makes a light go off for you,&lt;BR&gt;please =
let=20
  =3D<BR>&gt;me=3D20<BR>&gt;   know.&lt;BR&gt;&gt;&lt;BR&gt;&gt;Can =
you e-mail=20
  me an mp3 file of any song or =3D<BR>&gt;songs that=3D20<BR>&gt;  =

  it's&lt;BR&gt;&gt;doing this on? If so, send it to: neil=20
  =3D<BR>&gt;DOT=3D20<BR>&gt;  henderson AT&lt;BR&gt;&gt;sbcglobal =
DOT net I'd=20
  be curious as to =3D<BR>&gt;what it=3D20<BR>&gt;  sounds=20
  like.&lt;BR&gt;&lt;BR&gt;will=20
  =
=3D<BR> &gt;Do&lt;BR&gt;&gt;&lt;BR&gt;&g t;Neil&lt;BR&gt;&gt;&lt;BR&gt;&gt;=
&lt;BR&gt;&gt;"Rod=3D20<BR>&gt; =20
  Lincoln" &lt;&lt;A=3D20<BR>&gt;  =3D<BR>&gt;href=3D3D"<A=20
  =
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
mp;g'>mailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/=
A&gt;&amp;g</A>=3D<BR>&gt;t;=3D20<BR>&gt; =20
  wrote:&lt;BR&gt;&gt;&gt;&lt;BR&gt;&a mp;gt;&gt;OK..I got everything hooked =
backk up=20
  and =3D<BR>&gt;sure=3D20<BR>&gt;  enough, the crackle is=20
  back&lt;BR&gt;&gt;&gt;on bounce to disk...in the left=20
  =3D<BR>&gt;channel=3D20<BR>&gt;  only, same as always. I tried=20
  panning&lt;BR&gt;&gt;&gt;everything oppisite,=20
  =3D<BR>&gt;crackle,=3D20<BR>&gt;  tried lowering levels,=20
  crackle.&lt;BR&gt;&gt;&gt;When I took all the tracks =3D<BR>&gt;off=20
  the=3D20<BR>&gt;  submixes except for the drums on=20
  submix&lt;BR&gt;&gt;&gt;1, there were NO =
=3D<BR>&gt;crackles.=3D20<BR>&gt; =20
  There were also NO crackles when bouncing audio&lt;BR&gt;&gt;&gt;from =
any=20
  =3D<BR>&gt;submix by=3D20<BR>&gt;  itself. &lt;BR&gt;&gt;&gt;This =
is a 24 bit=20

mix with 24 bit tracks, so I =3D<BR>&gt;tried=3D20<BR>&gt;  =
(advice from=20
  Aaron)&lt;BR&gt;&gt;rendering&lt;BR&gt;& amp;gt;&gt;some of the tracks to=20
  =3D<BR>&gt;16 bit.=3D20<BR>&gt;  I rendered all the drums (15 =
tracks)=20
  and&lt;BR&gt;5&lt;BR&gt;&gt;&gt;othe r tracks =3D<BR>&gt;to =
16=3D20<BR>&gt; =20
  bit, leaving 10 tracks at 24 bit...Crackles came =
back&lt;BR&gt;&gt;&gt;when=20
  =3D<BR>&gt;bouncing=3D20<BR>&gt;  the entire mix. That's where =
I'm at. I can=20
  always do=3D20<BR>&gt;  =
 the&lt;BR&gt;spdif&lt;BR&gt;&gt;&gt; bounce=20
  method...it's a real hassle because of =3D<BR>&gt;the =
way=3D20<BR>&gt;  my=20
  moitoring  and&lt;BR&gt;work&lt;BR&gt;&gt;&gt;f low is, but it's doable, =
and=20
  =3D<BR>&gt;seems to=3D20<BR>&gt;  work, but I'd like to get this=20
  thing&lt;BR&gt;&gt;&gt;figured out.=20
  =3D<BR>&gt;&lt;BR&gt;&gt;&gt;I've=3D20 <BR>&gt;  had it for today. =
Going to=20
   crash.&lt;BR&gt;&gt;&gt;Rod&lt;BR&gt ;&gt;&gt; "Rod=20
  =3D<BR>&gt;Lincoln"=3D20<BR>&gt;  &lt;&lt;A=3D20<BR>&gt; =20
  =3D<BR>&gt;href=3D3D"<A=20
  =
href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=
>mailto:rlincoln@nospamn.kc.rr.com"&gt;rlincoln@nospamn.kc.rr.com&lt;/A</=
A>&gt;=3D<BR>&gt;&gt;=3D20<BR>&gt; =20
   wrote:&lt;BR&gt;&gt;&gt;&gt;&lt;BR&a mp;gt;&gt;&gt;&gt;Well, I THOUGHT I =
had my=20
  "bounce =3D<BR>&gt;to=3D20<BR>&gt;  disk" crackles whipped, but =
they=20
  came&lt;BR&gt;&gt;&gt;&gt;back. This time I =3D<BR>&gt;<BR>&gt;  =
re-patched=20
  and did a spdif bounce and that seemed=3D20<BR>&gt; =20
   to&lt;BR&gt;&gt;cure&lt;BR&gt;&gt;&a mp;gt;&gt;it. I havn't tried it yet =
with=20
  bounce to =3D<BR>&gt;disk to=3D20<BR>&gt;  verify that the=20
  crackling&lt;BR&gt;&gt;&gt;&gt;comes back, but I bet it =
=3D<BR>&gt;will.=20
  I=3D20<BR>&gt;  wonder what could be causing this?=20
  =3D<BR> &gt;The&lt;BR&gt;&gt;&gt;last&lt;BR& amp;gt;&gt;&gt;&gt;time=20
  I=3D20<BR>&gt;  did a fresh install of my system (via ghost) and =
it seemed=20
   to=3D20<BR>&gt;  get&lt;BR&gt;&gt;&gt;&gt;rid of it, for a while. =
I'm going=20
  to try a bounce =3D<BR>&gt;to disk=3D20<BR>&gt;  and see if=20
  the&lt;BR&gt;&gt;&gt;&gt;crackles return.&lt;BR&gt;&gt;&gt;&gt;The way =

=3D<BR>&gt;my=3D20<BR>&gt;  system is set up, because of space =
limitations,=20
  and the=3D20<BR>&gt;  =
 fact&lt;BR&gt;&gt;&gt;that&lt;BR&gt; &gt;&gt;&gt;I=20
  have to have my drums basically =3D<BR>&gt;in the=3D20<BR>&gt;  =
mix position=20
  (facing the  other&lt;BR&gt;&gt;&gt;way)&lt;BR&gt ;&gt;&gt;&gt;makes it=20
  =3D<BR>&gt;A=3D20<BR>&gt;  FREAKIN PITA to crawl behind the gear =
and unplug=20
  the=3D20<BR>&gt;   spdif&lt;BR&gt;cable&lt;BR&gt;&gt;&g t;&gt;going =
to the=20
  DAC-1 and re-patch a cable =3D<BR>&gt;loop. I=3D20<BR>&gt;  =
accidently=20
  unplugged something&lt;BR&gt;&gt;&gt;&gt;while doing it, and had =
=3D<BR>&gt;to=20
  rip=3D20<BR>&gt;  abouat half the system out to =
find=3D20<BR>&gt; =20
  =
=3D<BR> &gt;it.&lt;BR&gt;ERRRRRRRRRRRRRRRRR!&lt;BR&am p;gt;&gt;&gt;&gt;Rod&lt;BR=
 &gt;&gt;&gt;&lt;BR&gt;&gt;&lt;BR &gt;&lt;/BLO=3D <BR>&gt;CKQUOTE&gt;<BR>&gt=
;&lt;DIV&gt;&lt;FONT=20
  size=3D3D2&gt;&lt;BR&gt;&lt;BR&gt;I choose Polesoft Lockspam to fight =
spam,=20
  =
=3D<BR>&gt;and=3D20<BR>&gt;you?&lt;BR&gt;&lt;A=3D20 <BR>&gt;href=3D3D"<A=20
  =
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
'>http://www.polesoft.com/refer.html"&gt;http://www.polesoft.com/refer</A=
>=3D<BR>&gt;.html&lt;/A&gt;=20
  =
 &lt;/FONT&gt;&lt;/DIV&gt;&lt;/BODY&g t;&lt;/HTML&gt; <BR>&gt;<BR>&gt;<BR></=
BLOCKQUOTE></BODY></HTML>

------=_NextPart_000_001F_01C81F96.48564D30--

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## Subject: Re: Crackles are back...not on SPDIF though
Posted by Tom Bruhl on Mon, 05 Nov 2007 16:29:43 GMT
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This is a multi-part message in MIME format.

------=_NextPart_000_003F_01C81F9F.29678390
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Rod,
Have you tried mixing the song three times to see if you get lucky?
Stupid I know.

Smells like hardware or UAD rev incompatablity to me.  I had been using
the Helios rev (4.4?) with no mixdown crackles.  I hope to get back at =
it shortly too.

Aren't there buffer settings you can adjust in the UAD to address this?
Might give that a try.
Good luck,
Tom

  "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
news:472f3e51$1@linux...

  Tom, I've already done that. It's not that. It's definiatly something =
that
  only shows up on the bounced to disk file. Also it's totally random =
and not
  at all related to any single audio event.=20
  Rod
  "Tom Bruhl" <arpegio@comcast.net> wrote:
  >
  >
  >Okay Rod,
  >How about one track with the UAD plugs
  >that has a few rough spots that are amplified
  >by the plugin set?
  >
  >Mute one track at a time to find it.  PITA for sure.
  >???
  >Tom
  >  "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
  >news:472f2455$1@linux...
  >
  > I agree with you, except that when I play back an old project that =
=3D
  >didn't
  > have the problem, it doesn't crackl, even with more tracks and the =
=3D
  >same plugs
  > as the ppj's that crackle.=3D20
  > Rod
  > "Tom Bruhl" <arpegio@comcast.net> wrote:
  > >
  > >
  > >Hey Rod,

> >Do the crackles repeat themselves in exactly the same places
> >on play back?  If not, I'd look at hardware.  Do they show up
> >in the waveform or are they to low in level? =3D3D20
> >
> >If you suspect hardware I'd think CPU, fan (make it cold!) or
> >power supply.  Not in that order.  Start with the cheapest fixes =
=3D
 >first.
> >Maybe you were right way back with the bad UAD assumption?
> >
> >Still kickin' Paris around,
> >Tom
> >
> > "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D3D
> >news:472e82a3$1@linux...
> >
> > Neil, thanks for your response. see my answers interleaved below
> > Rod
> > "Neil" <OIU@I.com> wrote:
> > >
> > >This is weird... have you tried any of the following:
> > >
> > >1.) pan everything to center, and then see if it still shows up
> > >on the left channel? or is the crackling then centered?
> >
> > Everything Panned Ctr still Crackles
> > >
> > >2.) removing ALL plugins & EFX, and bouncing dry/clean like
> > >that, with everything panned as you normally would for this
> > >mix? This includes anything inserted across the 2-buss.
> >
> > Bounce with No FX (Auxes, both internal and external) still =3D
 >Crackles
> >
> > Bounce with no plugs...this does produce a crackle free bounce. =
I =3D
 >=3D3D
> >tried this
> > the first time it happened a couple weeks ago, and thought I had =
it
 =3D
> =3D3D
> >narrowed
> > down to the UAD plugs. I re-ghosted to a sys version that had an =
=3D
 >=3D3D
> >earlier
> > UAD install (can't remember the number, it had the Helios, but =

not
 =3D
 >the
 > =3D3D
 > >Neve
 > > 88)and the crackles went away, so I thought it was a software =
rev =3D
 >that
 > =3D3D
 > >Paris
 > > didn't like, but just to be sure I reloaded the new version of =
the
 =3D
 >UAD
 > =3D3D
 > >software
 > > (the one with the Neve 88)  and it still didn't crackle. At that =
=3D
 >point
 > =3D3D
 > >I
 > > thought it might be something else altogether and since I am in =
the
 =3D
 >=3D3D
 > >middle
 > > of a mixing project that I'm using the Neve 88 plug on a lot =
(love
 =3D
 >=3D3D
 > >what it
 > > does) I just went for it, listening closely to bounces. I =
actually
 =3D
 >did
 > =3D3D
 > >2
 > > bounces of every mix and listened back to both at the same time, =
=3D
 >out =3D3D
 > >of phase
 > > with each other, to hear the difference, since the crackles =3D
 >appeared =3D3D
 > >to be
 > > random.) There were maybe 1 or 2 crackles per song on a couple =
=3D
 >songs,
 > =3D3D

> >and
> > no crackles on the other 3 (that I've done so far). I'm =
wondering =3D
 >now
> =3D3D
> >if
> > it is a UAD rev problem that only shows up after some wear and =
tear
 =3D
 >on
> =3D3D
> >the
> > sys. I'm going to re-ghost and re-load the=3D3D20
> > UAD software (Neve 88 ver) tommorrow and see what happens.
> > Just to reiterate...when I did a spdif bounce, even with my =
system
 =3D
 >as
> =3D3D
> >it
> > is tonight, there are no crackles. That's wierd. Also the =
crackles
 =3D
 >=3D3D
> >never
> > show till listening to the bounced file.
> > >
> > >3.) can you determine where the crackle rears it's ugly head?
> > >IOW, is it constant, more or less, or is it intermittent? If
> > >it's intermittent, does it seem to coincide with any particular
> > >instrument or track? For example, could it be a particular
> > >plugin on the - let's say - cowbell track, which occurs though
> > >most of the song, but not on the (confounded) bridge?
> >
> > totally random...not in anyway associated with a particular =
=3D3D
> >instrument. Fairly
> > study though, like a bowl of rice crispies.
> > >
> > >4.) mute/disconnect the right channel when listening back to
> > >the crackle-infested bounce to see if there's any pattern =3D
 >that=3D3D20
> > >might apply to (3) above?
> >
> > none
> > >
> > >5.) Is the crackle happening on ALL systems? IOW, have you
> > >burned a CD of the bounced tracks & played it back on a home

> > >stereo, in your car, on headphones, etc? Is it possible that
> > >for some odd reason the crackle is due to something in your
> > >monitoring setup that isn't showing up on regular playback, but
> > >might be showing up on a rendered file?
> > This first came to my attention after I burned a CD of test =
mixes =3D
 >for
> =3D3D
> >the
> > client and he called me after he got home and listened on his =
=3D
 >system =3D3D
> >(this
> > was an audio CD)so I would say it happens on all systems...but I =
=3D
 >=3D3D
> >havn't burnt
> > another CD yet.
> > It does happen on my NS 10's as well as my Mackie  824's. The =
824's
 =3D
 >=3D3D
> >are hooked
> > up thru the spdif out of the mec to a DAC-1 to a PVC passive =
volume
 =3D
 >=3D3D
> >control.
> > The NS 10's are hooked up thru 2 analogue outs from the Mec into =
a
 =3D
 >GFA
> =3D3D
> >power
> > amp. Crackles exisist on the left channel on both sets of =
speakers.
> > >
> > >6.) What happens when you open up an older project that you
> > >DIDN'T have this problem on...? If you do a bounce with that,
> > >does it sound as it did before, or does it now have the
> > >crackles in it?
> >
> > Not nearly as bad...No study diet of rice crispies, but there =
were
 =3D
 >a =3D3D
> >couple
> > of crackles (random, I bounced twice and listend to both mixes =

out
 =3D
 >of
 > =3D3D
 > >phase,
 > >  set markers at the crackles, and verified by listening one at a =
=3D
 >time)
 > =3D3D
 > >This
 > >  also leads me to believe it's some sort of ppj corruption =
brought =3D
 >on =3D3D
 > >by the
 > >  UAD stuff, only it happens over time, but I haven't been able to =
=3D
 >=3D3D
 > >verify this
 > >  yet.
 > > >
 > > >7.) Have you tried physically swapping your left speaker with
 > > >your right speaker?
 > >  swapping speakers make no difference, swapping the cables =
leading =3D
 >to =3D3D
 > >the
 > >  speakers makes it happen in the right speaker.
 > > >
 > > >Just trying to think of things to try & narrow it down by
 > > >process of elimination.
 > >
 > >  I appreciate your thought process. If this makes a light go off =
for
 =3D
 >=3D3D
 > >you,
 > >  please let me know.
 > > >
 > > >Can you e-mail me an mp3 file of any song or songs that it's
 > > >doing this on? If so, send it to:   neil  DOT henderson AT
 > > >sbcglobal DOT net   I'd be curious as to what it sounds like.
 > >
 > >  will Do
 > > >
 > > >Neil
 > > >
 > > >
 > > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

> > >>
> > >>OK..I got everything hooked backk up and sure enough, the =
crackle
 =3D
 >is
 > =3D3D
 > >back
 > > >>on bounce to disk...in the left channel only, same as always. =
I =3D
 >=3D3D
 > >tried panning
 > > >>everything oppisite, crackle, tried lowering levels, crackle.
 > > >>When I took all the tracks off the submixes except for the =
drums
 =3D
 >on
 > =3D3D
 > >submix
 > > >>1, there were NO crackles. There were also NO crackles when =
=3D
 >bouncing
 > =3D3D
 > >audio
 > > >>from any submix by itself.=3D3D20
 > > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice =
from
 =3D
 >=3D3D
 > >Aaron)
 > > >rendering
 > > >>some of the tracks to 16 bit. I rendered all the drums (15 =3D
 >tracks) =3D3D
 > >and
 > > 5
 > > >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
=3D
 >came
 > =3D3D
 > >back
 > > >>when bouncing the entire mix. That's where I'm at. I can =
always =3D
 >do =3D3D
 > >the
 > > spdif
 > > >>bounce method...it's a real hassle because of the way my =3D
 >moitoring =3D3D
 > >and
 > > work

> > >>flow is, but it's doable, and seems to work, but I'd like to =
get
 =3D
 >=3D3D
 > >this thing
 > > >>figured out.=3D3D20
 > > >>I've had it for today. Going to crash.
 > > >>Rod
 > > >>"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:
 > > >>>
 > > >>>Well, I THOUGHT I had my "bounce to disk" crackles whipped, =
but
 =3D
 >=3D3D
 > >they came
 > > >>>back. This time I re-patched and did a spdif bounce and that =
=3D
 >seemed
 > =3D3D
 > >to
 > > >cure
 > > >>>it. I havn't tried it yet with bounce to disk to verify that =
the
 =3D
 >=3D3D
 > >crackling
 > > >>>comes back, but I bet it will. I wonder what could be causing =
=3D
 >this?
 > =3D3D
 > >The
 > > >>last
 > > >>>time I did a fresh install of my system (via ghost) and it =
=3D
 >seemed =3D3D
 > >to get
 > > >>>rid of it, for a while. I'm going to try a bounce to disk and =
=3D
 >see =3D3D
 > >if the
 > > >>>crackles return.
 > > >>>The way my system is set up, because of space limitations, =
and =3D
 >the
 > =3D3D
 > >fact
 > > >>that
 > > >>>I have to have my drums basically in the mix position (facing =

=3D
 >the =3D3D
 > >other
 > > >>way)
 > > >>>makes it A FREAKIN PITA to crawl behind the gear and unplug =
the
 =3D
 >=3D3D
 > >spdif
 > > cable
 > > >>>going to the DAC-1 and re-patch a cable loop. I accidently =
=3D3D
 > >unplugged something
 > > >>>while doing it, and had to rip abouat half the system out to =
=3D
 >find =3D3D
 > >it.
 > > ERRRRRRRRRRRRRRRR!
 > > >>>Rod
 > > >>
 > > >
 > >
 > >
 > >
 > >I choose Polesoft Lockspam to fight spam, and you?
 > >http://www.polesoft.com/refer.html  =3D20
 > >
 > ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
 > ><HTML><HEAD>
 > ><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
 > >charset=3D3D3Diso-8859-1">
 > ><META content=3D3D3D"MSHTML 6.00.2800.1400" name=3D3D3DGENERATOR>
 > ><STYLE></STYLE>
 > ></HEAD>
 > ><BODY bgColor=3D3D3D#ffffff>
 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Hey Rod,</FONT></DIV>
 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Do the crackles repeat =
=3D
 >themselves in =3D3D
 > >exactly the=3D3D20
 > >same places</FONT></DIV>
 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>on play back? If not, I'd =
look =3D
 >at =3D3D
 > >
 > >hardware. Do they show up</FONT></DIV>
 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>in the waveform or are =

they to =3D
 >low in =3D3D
 > >level? =3D3D20
 > ></FONT></DIV>
 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>If you suspect hardware =
I'd =3D
 >think CPU,
 > =3D3D
 > ></FONT><FONT=3D3D20
 > >face=3D3D3DArial size=3D3D3D2>fan (make it cold!) or</FONT></DIV>
 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>power supply. Not in that =
=3D3D
 > >order. Start=3D3D20
 > >with </FONT><FONT face=3D3D3DArial size=3D3D3D2>the cheapest fixes =
=3D3D
 > >first.</FONT></DIV>
 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Maybe you were right way =
back =3D
 >with the
 > =3D3D
 > >bad UAD=3D3D20
 > >assumption?</FONT></DIV>
 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Still kickin' Paris =3D3D
 > >around,</FONT></DIV>
 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
 > ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
 > ><BLOCKQUOTE=3D3D20
 > >style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px; =3D
 >=3D3D
 > >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 > >  <DIV>"Rod Lincoln" <<A=3D3D20
 > >  =3D3D
 > =3D
 =
>>href=3D3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
</A=3D
 >>&g=3D3D
 > >t;=3D3D20
 > >  wrote in message <A=3D3D20
 > >  =3D3D
 > =3D
 =
>>href=3D3D3D"news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><B=
R>N=3D
 >eil=3D3D

---

> >,=3D3D20
> > thanks for your response. see my answers interleaved =3D3D
> >below<BR>Rod<BR>"Neil"=3D3D20
> > <<A href=3D3D3D"mailto:OIU@I.com">OIU@I.com</A>> =3D3D
> >wrote:<BR>><BR>>This is=3D3D20
> > weird... have you tried any of the following:<BR>><BR>>1.) =
pan=3D3D20
> > everything to center, and then see if it still shows up<BR>>on =
the
 =3D
 >=3D3D
> >left=3D3D20
> > channel? or is the crackling then centered?<BR><BR>Everything =
=3D
>Panned =3D3D
> >Ctr still=3D3D20
> > Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D3D
> >bouncing=3D3D20
> > dry/clean like<BR>>that, with everything panned as you normally =
=3D3D
> >would for=3D3D20
> > this<BR>>mix? This includes anything inserted across the=3D3D20
> > 2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and =3D
 >external) =3D3D
> >still=3D3D20
> > Crackles<BR><BR>Bounce with no plugs...this does produce a =
crackle
 =3D
 >=3D3D
> >free=3D3D20
> > bounce. I tried this<BR>the first time it happened a couple =
weeks =3D
 >ago,
> =3D3D
> >and=3D3D20
> > thought I had it narrowed<BR>down to the UAD plugs. I re-ghosted =
=3D
 >=3D3D
> >to a=3D3D20
> > sys version that had an earlier<BR>UAD install (can't remember =
the
 =3D
 >=3D3D
> >number, it=3D3D20
> > had the Helios, but not the Neve<BR>88)and the crackles went =
away,
 =3D
 >so

> =3D3D
> >I=3D3D20
> > thought it was a software rev that Paris<BR>didn't like, but =
just =3D
>to =3D3D
> >be sure I=3D3D20
> > reloaded the new version of the UAD software<BR>(the one with =
the =3D
>Neve
> =3D3D
> >
> > 88) and it still didn't crackle. At that point I<BR>thought it =
=3D3D
> >might be=3D3D20
> > something else altogether and since I am in the middle<BR>of a =
=3D
>mixing
> =3D3D
> >project=3D3D20
> > that I'm using the Neve 88 plug on a lot (love what it<BR>does) =
I =3D
>just
> =3D3D
> >went=3D3D20
> > for it, listening closely to bounces. I actually did =
2<BR>bounces =3D
>of =3D3D
> >every mix=3D3D20
> > and listened back to both at the same time, out of phase<BR>with =
=3D
>each
> =3D3D
> >other,=3D3D20
> > to hear the difference, since the crackles appeared to =3D
>be<BR>random.)
> =3D3D
> >There=3D3D20
> > were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =
=3D
>=3D3D
> >crackles on=3D3D20
> > the other 3 (that I've done so far). I'm wondering now if<BR>it =
is
=3D
>a =3D3D
> >UAD rev=3D3D20
> > problem that only shows up after some wear and tear on =
the<BR>sys.

=3D
>I'm
> =3D3D
> >going=3D3D20
> > to re-ghost and re-load the <BR>UAD software (Neve 88 ver) =3D
>tommorrow =3D3D
> >and see=3D3D20
> > what happens.<BR>Just to reiterate...when I did a spdif bounce, =
=3D
>even =3D3D
> >with my=3D3D20
> > system as it<BR>is tonight, there are no crackles. That's wierd. =
=3D
>Also
> =3D3D
> >the=3D3D20
> > crackles never<BR>show till listening to the bounced =3D3D
> >file.<BR>><BR>>3.)=3D3D20
> > can you determine where the crackle rears it's ugly =
head?<BR>>IOW,
 =3D
>=3D3D
> >is it=3D3D20
> > constant, more or less, or is it intermittent? If<BR>>it's =3D3D
> >intermittent,=3D3D20
> > does it seem to coincide with any particular<BR>>instrument or =
=3D3D
> >track? For=3D3D20
> > example, could it be a particular<BR>>plugin on the - let's say =
- =3D
>=3D3D
> >cowbell=3D3D20
> > track, which occurs though<BR>>most of the song, but not on =3D
>the=3D3D20
> > (confounded) bridge?<BR><BR>totally random...not in anyway =3D
>associated
> =3D3D
> >with a=3D3D20
> > particular instrument. Fairly<BR>study though, like a bowl of =
=3D
>rice=3D3D20
> > crispies.<BR>><BR>>4.) mute/disconnect the right channel when =
=3D3D
> >listening=3D3D20
> > back to<BR>>the crackle-infested bounce to see if there's any =
=3D3D
> >pattern that=3D3D20
> > <BR>might apply to (3) above?<BR><BR>none<BR>><BR>>5.) Is =3D3D

> >the=3D3D20
> > crackle happening on ALL systems? IOW, have you<BR>>burned a CD =
of
 =3D
 >=3D3D
> >the=3D3D20
> > bounced tracks & played it back on a home<BR>>stereo, in your =
=3D3D
> >car, on=3D3D20
> > headphones, etc? Is it possible that<BR>>for some odd reason the =
=3D
 >=3D3D
> >crackle is=3D3D20
> > due to something in your<BR>>monitoring setup that isn't showing =
up
 =3D
 >=3D3D
> >on=3D3D20
> > regular playback, but<BR>>might be showing up on a rendered =
=3D3D
> >file?<BR>This=3D3D20
> > first came to my attention after I burned a CD of test mixes for =
=3D
 >=3D3D
> >the<BR>client=3D3D20
> > and he called me after he got home and listened on his system =
=3D3D
> >(this<BR>was an=3D3D20
> > audio CD)so I would say it happens on all systems...but I =3D
 >havn't=3D3D20
> > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as well =
as
 =3D
 >my
> =3D3D
> >
> > Mackie 824's. The 824's are hooked<BR>up thru the spdif out of =
=3D3D
> >the mec=3D3D20
> > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are =
=3D
 >hooked
> =3D3D
> >up thru=3D3D20
> > 2 analogue outs from the Mec into a GFA power<BR>amp. Crackles =
=3D
 >exisist
> =3D3D

> >on the=3D3D20
> > left channel on both sets of speakers.<BR>><BR>>6.) What happens =
=3D
>=3D3D
> >when=3D3D20
> > you open up an older project that you<BR>>DIDN'T have this =
problem
=3D
>=3D3D
> >on...?=3D3D20
> > If you do a bounce with that,<BR>>does it sound as it did =
before, =3D
>=3D3D
> >or does=3D3D20
> > it now have the<BR>>crackles in it?<BR><BR>Not nearly as =
bad...No =3D
>=3D3D
> >study=3D3D20
> > diet of rice crispies, but there were a couple<BR>of crackles =
=3D
>(random,
> =3D3D
> >I=3D3D20
> > bounced twice and listen to both mixes out of phase,<BR>set =3D
>markers =3D3D
> >at the=3D3D20
> > crackles, and verified by listening one at a time) This<BR>also =
=3D
>leads
> =3D3D
> >me to=3D3D20
> > believe it's some sort of ppj corruption brought on by =
the<BR>UAD =3D
>=3D3D
> >stuff, only=3D3D20
> > it happens over time, but I haven't been able to verify=3D3D20
> > this<BR>yet.<BR>><BR>>7.) Have you tried physically swapping =
=3D3D
> >your left=3D3D20
> > speaker with<BR>>your right speaker?<BR>swapping speakers make =
=3D
>no=3D3D20
> > difference, swapping the cables leading to the<BR>speakers makes =
it
=3D
>=3D3D
> >happen in=3D3D20
> > the right speaker.<BR>><BR>>Just trying to think of things to =

---

=3D3D
 > >try &=3D3D20
 > > narrow it down by<BR>>process of elimination.<BR><BR>I =
appreciate =3D
 >=3D3D
 > >your=3D3D20
 > > thought process. If this makes a light go off for you,<BR>please =
=3D
 >let =3D3D
 > >me=3D3D20
 > > know.<BR>>Can you e-mail me an mp3 file of any song or =
=3D3D
 > >songs that=3D3D20
 > > it's<BR>>doing this on? If so, send it to: neil =3D3D
 > >DOT=3D3D20
 > > henderson AT<BR>sbcglobal DOT net I'd be curious as to =3D3D
 > >what it=3D3D20
 > > sounds like.<BR><BR>will =3D3D
 > >Do<BR>>Neil<BR>>>"Rod=3D3D20
 > > Lincoln" <<A=3D3D20
 > > =3D3D
 > =3D
 =
>>href=3D3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
</A=3D
 >>&g=3D3D
 > >t;=3D3D20
 > > wrote:<BR>><BR>>OK..I got everything hooked backk up and =3D3D
 > >sure=3D3D20
 > > enough, the crackle is back<BR>>on bounce to disk...in the left =
=3D
 >=3D3D
 > >channel=3D3D20
 > > only, same as always. I tried panning<BR>>everything oppisite, =
=3D3D
 > >crackle,=3D3D20
 > > tried lowering levels, crackle.<BR>>When I took all the tracks =
=3D3D
 > >off the=3D3D20
 > > submixes except for the drums on submix<BR>>1, there were NO =
=3D3D
 > >crackles.=3D3D20
 > > There were also NO crackles when bouncing audio<BR>>from any =
=3D3D
 > >submix by=3D3D20
 > > itself. <BR>>This is a 24 bit mix with 24 bit tracks, so I =
=3D3D
 > >tried=3D3D20

> > (advice from Aaron)<BR>>rendering<BR>>>some of the tracks to = =3D3D
 > >16 bit.=3D3D20
 > > I rendered all the drums (15 tracks) and<BR>5<BR>>>other tracks = =3D3D
 > >to 16=3D3D20
 > > bit, leaving 10 tracks at 24 bit...Crackles came back<BR>>>when = =3D3D
 > >bouncing=3D3D20
 > > the entire mix. That's where I'm at. I can always do=3D3D20
 > > the<BR>spdif<BR>>>bounce method...it's a real hassle because of = =3D3D
 > >the way=3D3D20
 > > my moitoring and<BR>work<BR>>>flow is, but it's doable, and = =3D3D
 > >seems to=3D3D20
 > > work, but I'd like to get this thing<BR>>>figured out. =3D3D
 > ><BR>>>I've=3D3D20
 > > had it for today. Going to crash.<BR>>>Rod<BR>>>"Rod =3D3D
 > >Lincoln"=3D3D20
 > > <<A=3D3D20
 > > =3D3D
 > =3D
 =
>>href=3D3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.c=
om<=3D
 >/A>=3D3D
 > >>=3D3D20
 > > wrote:<BR>>>><BR>>>>Well, I THOUGHT I had my "bounce =3D3D
 > >to=3D3D20
 > > disk" crackles whipped, but they came<BR>>>>back. This time I = =3D3D
 > >
 > > re-patched and did a spdif bounce and that seemed=3D3D20
 > > to<BR>>cure<BR>>>>it. I havn't tried it yet with bounce to =3D3D
 > >disk to=3D3D20
 > > verify that the crackling<BR>>>>comes back, but I bet it =3D3D
 > >will. I=3D3D20
 > > wonder what could be causing this? =3D3D
 > >The<BR>>>last<BR>>>>time I=3D3D20
 > > did a fresh install of my system (via ghost) and it seemed = to=3D3D20
 > > get<BR>>>>rid of it, for a while. I'm going to try a bounce = =3D3D
 > >to disk=3D3D20
 > > and see if the<BR>>>>crackles return.<BR>>>>The way =3D3D
 > >my=3D3D20
 > > system is set up, because of space limitations, and the=3D3D20

> >  fact<BR>>>that<BR>>>>>I have to have my drums basically =3D3D
> >in the=3D3D20
> >  mix position (facing the other<BR>>>>way)<BR>>>>>makes it =3D3D
> >A=3D3D20
> >  FREAKIN PITA to crawl behind the gear and unplug the=3D3D20
> >  spdif<BR>cable<BR>>>>>going to the DAC-1 and re-patch a cable = =3D3D
> >loop. I=3D3D20
> >  accidently unplugged something<BR>>>>>while doing it, and had = =3D3D
> >to rip=3D3D20
> >  abouat half the system out to find=3D3D20
> >  =3D3D
> >it.<BR>ERRRRRRRRRRRRRRRRR!<BR>>>>>Rod<BR>>>><BR>><BR></BLO=3D3D
> >CKQUOTE>
> ><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to = fight =3D
>spam, =3D3D
> >and=3D3D20
> >you?<BR><A=3D3D20
> =3D
=
>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com= /re=3D
>fer=3D3D
> >.html</A> </FONT></DIV></BODY></HTML>
> >
> >
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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>charset=3D3Diso-8859-1">
><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial size=3D3D2>Okay Rod,</FONT></DIV>
><DIV>
><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 size=3D3D2>How = about one
=3D
>track with=3D20
>the UAD plugs</FONT></DIV>
><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 size=3D3D2>that = has a =3D
>few rough spots=3D20

---

>that are amplified</FONT></DIV>
><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 size=3D3D2>by =
the plugin
=3D
>
>set?</FONT></DIV>
><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
>size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 size=3D3D2>Mute =
one =3D
>track at a time to=3D20
>find it. PITA for sure.</FONT></DIV>
><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
>size=3D3D2>???</FONT></DIV>
><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
>size=3D3D2>Tom</FONT></DIV></DIV>
><BLOCKQUOTE=3D20
>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>  <DIV>"Rod Lincoln" <<A=3D20
>  =3D
=
>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>&g=3D
>t;=3D20
>  wrote in message <A=3D20
>  =
href=3D3D"news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I
=3D
>agree=3D20
>  with you, except that when I play back an old project that =3D
>didn't<BR>have the=3D20
>  problem, it doesn't crackl, even with more tracks and the same =3D
>plugs<BR>as the=3D20
>  ppj's that crackle. <BR>Rod<BR>"Tom Bruhl" <<A=3D20
>  href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20
>  wrote:<BR>><BR>><BR>>Hey Rod,<BR>>Do the crackles repeat=3D20
>  themselves in exactly the same places<BR>>on play back? If =3D
>not, I'd=3D20
>  look at hardware. Do they show up<BR>>in the waveform or are =3D
>they to=3D20
>  low in level? =3D3D20<BR>><BR>>If you suspect hardware I'd think =
=3D
>CPU, fan=3D20
>  (make it cold!) or<BR>>power supply. Not in that order. =3D
>Start=3D20
>  with the cheapest fixes first.<BR>>Maybe you were right way back =

=3D
 >with the=3D20
 > bad UAD assumption?<BR>><BR>>Still kickin' Paris=3D20
 > around,<BR>>Tom<BR>><BR>> "Rod Lincoln" <<A=3D20
 > =3D
 =
>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>&g=3D
 >t;=3D20
 > wrote in message =3D
 >=3D3D<BR>>news:472e82a3$1@linux...<BR>><BR>> Neil,=3D20
 > thanks for your response. see my answers interleaved =3D
 >below<BR>> =3D20
 > Rod<BR>> "Neil" <<A =3D
 >href=3D3D"mailto:OIU@I.com">OIU@I.com</A>>=3D20
 > wrote:<BR>> ><BR>> >This is weird... have you =3D
 >tried=3D20
 > any of the following:<BR>> ><BR>> >1.) pan =3D
 >everything=3D20
 > to center, and then see if it still shows up<BR>> >on the =3D
 >left=3D20
 > channel? or is the crackling then centered?<BR>><BR>> =3D
 >Everything=3D20
 > Panned Ctr still Crackles<BR>> ><BR>> >2.) =3D
 >removing=3D20
 > ALL plugins & EFX, and bouncing dry/clean like<BR>> =3D
 >>that,=3D20
 > with everything panned as you normally would for this<BR>> =3D
 >>mix?=3D20
 > This includes anything inserted across the =3D
 >2-buss.<BR>><BR>> =3D20
 > Bounce with No FX (Auxes, both internal and external) still=3D20
 > Crackles<BR>><BR>> Bounce with no plugs...this does =3D
 >produce a=3D20
 > crackle free bounce. I =3D3D<BR>>tried this<BR>> the first =3D
 >time it=3D20
 > happened a couple weeks ago, and thought I had it =3D20
 > =3D3D<BR>>narrowed<BR>> down to the UAD plugs. I re-ghosted =3D
 >to a sys=3D20
 > version that had an =3D3D<BR>>earlier<BR>> UAD install =3D
 >(can't remember=3D20
 > the number, it had the Helios, but not =3D
 >the<BR>=3D3D<BR>>Neve<BR>> =3D20
 > 88)and the crackles went away, so I thought it was a software =
rev=3D20
 > that<BR>=3D3D<BR>>Paris<BR>> didn't like, but just to be =3D
 >sure I=3D20
 > reloaded the new version of the =3D

>UAD<BR>=3D3D<BR>>software<BR>> (the=3D20
> one with the Neve 88) and it still didn't crackle. At that=3D20
> point<BR>=3D3D<BR>>I<BR> thought it might be something else =3D
>
> altogether and since I am in the =3D3D<BR>>middle<BR> of a =3D
>mixing=3D20
> project that I'm using the Neve 88 plug on a lot (love =
=3D3D<BR>>what =3D
>
> it<BR>> does) I just went for it, listening closely to =3D
>bounces. I=3D20
> actually did<BR>=3D3D<BR>>2<BR> bounces of every mix and =3D
>listened=3D20
> back to both at the same time, out =3D3D<BR>>of phase<BR> =3D
>with each=3D20
> other, to hear the difference, since the crackles appeared =3D
>=3D3D<BR>>to=3D20
> be<BR>> random.) There were maybe 1 or 2 crackles per song on =3D
>a=3D20
> couple songs,<BR>=3D3D<BR>>and<BR>> no crackles on the other =3D
>3 (that=3D20
> I've done so far). I'm wondering now<BR>=3D3D<BR>>if<BR>> it =3D
>is a UAD=3D20
> rev problem that only shows up after some wear and tear=3D20
> on<BR>=3D3D<BR>>the<BR>> sys. I'm going to re-ghost and =3D
>re-load=3D20
> the=3D3D20<BR> UAD software (Neve 88 ver) tommorrow and see =3D
>what=3D20
> happens.<BR>> Just to reiterate...when I did a spdif bounce, =3D
>even=3D20
> with my system as<BR>=3D3D<BR>>it<BR>> is tonight, there are =3D
>no=3D20
> crackles. That's wierd. Also the crackles =3D
>=3D3D<BR>>never<BR>> show=3D20
> till listening to the bounced file.<BR>> ><BR>> =3D
>>3.)=3D20
> can you determine where the crackle rears it's ugly =3D
>head?<BR>> =3D20
> >IOW, is it constant, more or less, or is it intermittent? =3D
>If<BR>> =3D20
> >it's intermittent, does it seem to coincide with any=3D20
> particular<BR>> >instrument or track? For example, could =3D
>it be a=3D20
> particular<BR>> >plugin on the - let's say - cowbell =3D
>track, which=3D20
> occurs though<BR>> >most of the song, but not on the =3D
>(confounded)=3D20
> bridge?<BR>><BR>> totally random...not in anyway =3D

>associated with a=3D20
> particular =3D3D<BR>>instrument. Fairly<BR> study though, =3D
>like a bowl=3D20
> of rice crispies.<BR> ><BR> >4.) =3D
>mute/disconnect the=3D20
> right channel when listening back to<BR> >the =3D
>crackle-infested=3D20
> bounce to see if there's any pattern that=3D3D20<BR> >might =3D
>apply to=3D20
> (3) above?<BR><BR> none<BR> ><BR> =3D
>>5.)=3D20
> Is the crackle happening on ALL systems? IOW, have you<BR> =3D20
> >burned a CD of the bounced tracks & played it back on a=3D20
> home<BR> >stereo, in your car, on headphones, etc? Is it =3D
>possible=3D20
> that<BR> >for some odd reason the crackle is due to =3D
>something in=3D20
> your<BR> >monitoring setup that isn't showing up on =3D
>regular=3D20
> playback, but<BR> >might be showing up on a rendered=3D20
> file?<BR> This first came to my attention after I burned a =3D
>CD of=3D20
> test mixes for<BR=3D3D<BR>>the<BR> client and he called me =3D
>after he=3D20
> got home and listened on his system =3D3D<BR>>(this<BR> was =3D
>an audio=3D20
> CD)so I would say it happens on all systems...but I =
=3D3D<BR>>havn't=3D20
> burnt<BR> another CD yet.<BR> It does happen on my =3D
>NS 10's=3D20
> as well as my Mackie 824's. The 824's =3D3D<BR>>are =3D
>hooked<BR> =3D20
> up thru the spdif out of the mec to a DAC-1 to a PVC passive =
volume=3D20
> =3D3D<BR>>control.<BR> The NS 10's are hooked up thru 2 =3D
>analogue outs=3D20
> from the Mec into a GFA<BR=3D3D<BR>>power<BR> amp. =3D
>Crackles exisist=3D20
> on the left channel on both sets of speakers.<BR> =3D
>><BR> =3D20
> >6.) What happens when you open up an older project that =3D
>you<BR> =3D20
> >DIDN'T have this problem on...? If you do a bounce with=3D20
> that,<BR> >does it sound as it did before, or does it now =3D
>have=3D20
> the<BR> >crackles in it?<BR><BR> Not nearly =3D
>as=3D20
> bad...No study diet of rice crispies, but there were a=3D20

> =3D3D<BR>>couple<BR>> of crackles (random, I bounced twice =3D
>and listend=3D20
> to both mixes out of<BR>=3D3D<BR>>phase,<BR>> set markers at =3D
>the=3D20
> crackles, and verified by listening one at a=3D20
> time)<BR>=3D3D<BR>>This<BR>> also leads me to believe it's =3D
>some sort=3D20
> of ppj corruption brought on =3D3D<BR>>by the<BR>> UAD =3D
>stuff, only it=3D20
> happens over time, but I haven't been able to =3D3D<BR>>verify=3D20
> this<BR>> yet.<BR>> ><BR>> >7.) Have =3D
>you=3D20
> tried physically swapping your left speaker with<BR>> =3D
>>your right=3D20
> speaker?<BR>> swapping speakers make no difference, swapping =3D
>the=3D20
> cables leading to =3D3D<BR>>the<BR>> speakers makes it =3D
>happen in the=3D20
> right speaker.<BR>> ><BR>> >Just trying to =3D
>think of=3D20
> things to try & narrow it down by<BR>> >process of=3D20
> elimination.<BR>><BR>> I appreciate your thought process. =3D
>If this=3D20
> makes a light go off for =3D3D<BR>>you,<BR>> please let me=3D20
> know.<BR>> ><BR>> >Can you e-mail me an mp3 =3D
>file of=3D20
> any song or songs that it's<BR>> >doing this on? If so, =3D
>send it=3D20
> to: neil DOT henderson AT<BR>> =3D
>>sbcglobal DOT=3D20
> net I'd be curious as to what it sounds=3D20
> like.<BR>><BR>> will Do<BR>> ><BR>> =3D20
> >Neil<BR>> ><BR>> ><BR>> >"Rod =3D
>Lincoln"=3D20
> <<A=3D20
> =3D
 =
>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>&g=3D
 >t;=3D20
> wrote:<BR>> >><BR>> >>OK..I got =3D
>everything=3D20
> hooked backk up and sure enough, the crackle =3D
>is<BR>=3D3D<BR>>back<BR>> =3D20
> >>on bounce to disk...in the left channel only, same as always. =3D
>I=3D20
> =3D3D<BR>>tried panning<BR>> >>everything oppisite, =3D
>crackle,=3D20

> tried lowering levels, crackle.<BR>> >>When I took all =3D
>the=3D20
> tracks off the submixes except for the drums=3D20
> on<BR>=3D3D<BR>>submix<BR> >>1, there were NO =3D
>crackles. There=3D20
> were also NO crackles when bouncing<BR>=3D3D<BR>>audio<BR> =3D20
> >>from any submix by itself.=3D3D20<BR> >>This is =3D
>a 24 bit=3D20
> mix with 24 bit tracks, so I tried (advice from =3D
>=3D3D<BR>>Aaron)<BR> =3D20
> >rendering<BR> >>some of the tracks to 16 bit. I =3D
>rendered=3D20
> all the drums (15 tracks) =3D3D<BR>>and<BR> 5<BR> =3D
>
> >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
=3D
>
> came<BR>=3D3D<BR>>back<BR> >>when bouncing the entire =3D
>mix.=3D20
> That's where I'm at. I can always do =3D3D<BR>>the<BR> =3D20
> spdif<BR> >>bounce method...it's a real hassle because =3D
>of the=3D20
> way my moitoring =3D3D<BR>>and<BR> work<BR> =3D
>>>flow=3D20
> is, but it's doable, and seems to work, but I'd like to get =3D
>=3D3D<BR>>this=3D20
> thing<BR> >>figured out.=3D3D20<BR> =3D
>>>I've had it=3D20
> for today. Going to crash.<BR> >>Rod<BR> =3D20
> >>"Rod Lincoln" <<A=3D20
> =3D
=
>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
/A>=3D
 >>=3D20
> wrote:<BR> >>><BR> >>>Well, I =3D
>THOUGHT I=3D20
> had my "bounce to disk" crackles whipped, but =3D3D<BR>>they =3D
>came<BR> =3D20
> >>>back. This time I re-patched and did a spdif bounce and =3D
>that=3D20
> seemed<BR>=3D3D<BR>>to<BR> >cure<BR> =3D
>>>>it. I=3D20
> havn't tried it yet with bounce to disk to verify that the=3D20
> =3D3D<BR>>crackling<BR> >>>comes back, but I bet =3D
>it will. I=3D20
> wonder what could be causing this?<BR>=3D3D<BR>>The<BR> =3D20
> >>last<BR> >>>time I did a fresh install of =3D

>my system=3D20
> (via ghost) and it seemed =3D3D<BR>>to get<BR> =3D
>>>>rid of it,=3D20
> for a while. I'm going to try a bounce to disk and see =
=3D3D<BR>>if=3D20
> the<BR>> >>>crackles return.<BR> =3D
>>>>The=3D20
> way my system is set up, because of space limitations, and=3D20
> the<BR>=3D3D<BR>>fact<BR> >>that<BR> =3D
>>>>I=3D20
> have to have my drums basically in the mix position (facing =
the=3D20
> =3D3D<BR>other<BR> >>way)<BR> =3D
>>>>makes it A=3D20
> FREAKIN PITA to crawl behind the gear and unplug the=3D20
> =3D3D<BR>>spdif<BR> cable<BR> >>>going =3D
>to the=3D20
> DAC-1 and re-patch a cable loop. I accidently =
=3D3D<BR>>unplugged=3D20
> something<BR> >>>while doing it, and had to rip =3D
>abouat half=3D20
> the system out to find =3D3D<BR>>it.<BR> =3D20
> ERRRRRRRRRRRRRRRR!<BR> >>>Rod<BR> =3D20
> >><BR> ><BR>><BR><BR><BR>I choose =3D
>Polesoft=3D20
> Lockspam to fight spam, and=3D20
> you?<BR>http://www.polesoft.com/refer.html =3D20
> <BR><BR><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
> Transitional//EN"><BR><HTML><HEAD><BR><META=3D20
> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20
> =3D3D<BR>charset=3D3D3Diso-8859-1"><BR><META =3D
>content=3D3D3D"MSHTML=3D20
> 6.00.2800.1400"=3D20
> =3D
>name=3D3D3DGENERATOR><BR><STYLE></STYLE><BR></HEA=3D
>D><BR><BODY=3D20
> bgColor=3D3D3D#ffffff><BR><DIV><FONT face=3D3D3DArial =3D
>size=3D3D3D2>Hey=3D20
> Rod,</FONT></DIV><BR><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Do the crackles repeat themselves in =
=3D3D<BR>exactly=3D20
> the=3D3D20<BR>same =3D
>places</FONT></DIV><BR><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>on play back? If not, I'd look =
at=3D20
> =3D3D<BR><BR>hardware. Do they show=3D20
> up</FONT></DIV><BR><DIV><FONT face=3D3D3DArial=3D20

> size=3D3D3D2>in the waveform or are they to low in =
=3D3D<BR>>level?=3D20
 > =3D3D20<BR>></FONT></DIV><BR>><DIV><FONT =3D
 >face=3D3D3DArial=3D20
 > size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D
 >face=3D3D3DArial=3D20
 > size=3D3D3D2>If you suspect hardware I'd think=3D20
 > CPU,<BR=3D3D<BR>></FONT><FONT=3D3D20<BR>>face=3D3D3DArial =3D
 >size=3D3D3D2>fan=3D20
 > (make it cold!) or</FONT></DIV><BR>><DIV><FONT =3D
 >
 > face=3D3D3DArial size=3D3D3D2>power supply. Not in that =3D
 >=3D3D<BR>>order.=3D20
 > Start=3D3D20<BR>>with </FONT><FONT face=3D3D3DArial =3D
 >size=3D3D3D2>the=3D20
 > cheapest fixes=3D20
 > =3D3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=3D3D20
 > face=3D3D3DArial size=3D3D3D2>Maybe you were right way back =
with=3D20
 > the<BR>=3D3D<BR>>bad=3D20
 > =3D
 >UAD=3D3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=3D
 >t;FONT=3D20
 > face=3D3D3DArial size=3D3D3D2></FONT> =3D
 ></DIV><BR>><DIV><FONT=3D3D20
 > face=3D3D3DArial size=3D3D3D2>Still kickin' Paris=3D20
 > =3D3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =3D
 >
 > face=3D3D3DArial=3D20
 > size=3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D3D20
 > face=3D3D3DArial size=3D3D3D2></FONT>=3D20
 > =3D
 ></DIV><BR>><BLOCKQUOTE=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: =3D
 >0px;=3D20
 > PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: #000000 =
=3D
 >2px solid;=3D20
 > MARGIN-RIGHT: 0px"><BR>> <DIV>"Rod Lincoln"=3D20
 > <<A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
 > =3D
 =
>href=3D3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>&a=3D
 =
>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=3D
 >A>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20
 > wrote in message <A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
 > =3D

=
>href=3D3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>N=
eil=3D
  >'>news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV>=3D
  >;<BR>Neil</A>=3D3D<BR>>,=3D3D20<BR>> =3D20
  >  thanks for your response. see my answers interleaved=3D20
  >  =3D3D<BR>>below<BR>Rod<BR>"Neil"=3D3D20<BR>> =3D
  ><<A=3D20
  >  href=3D3D3D"<A=3D20
  >  =3D
  =
>href=3D3D'mailto:OIU@I.com">OIU@I.com</A'>mailto:OIU@I.com">OIU@I.com<=3D=

  >;/A</A>>>=3D20
  >  =3D3D<BR>>wrote:<BR>><BR>>This =3D
  >is=3D3D20<BR>> weird...=3D20
  >  have you tried any of the following:<BR>><BR>>1.)=3D20
  >  pan=3D3D20<BR>> everything to center, and then see if it still =3D
  >shows=3D20
  >  up<BR>>on the =3D3D<BR>>left=3D3D20<BR>> channel? or =3D
  >is the=3D20
  >  crackling then centered?<BR><BR>Everything Panned =3D
  >=3D3D<BR>>Ctr=3D20
  >  still=3D3D20<BR>> Crackles<BR>><BR>>2.) =3D
  >removing ALL=3D20
  >  plugins & EFX, and =3D3D<BR>>bouncing=3D3D20<BR>> =3D
  >dry/clean=3D20
  >  like<BR>>that, with everything panned as you normally =3D
  >=3D3D<BR>>would=3D20
  >  for=3D3D20<BR>> this<BR>>mix? This includes anything =3D
  >inserted=3D20
  >  across the=3D3D20<BR>> 2-buss.<BR>><BR>>Bounce with =3D
  >No FX=3D20
  >  (Auxes, both internal and external) =3D
  >=3D3D<BR>>still=3D3D20<BR>> =3D20
  >  Crackles<BR><BR>Bounce with no plugs...this does produce a =3D
  >crackle=3D20
  >  =3D3D<BR>>free=3D3D20<BR>> bounce. I tried this<BR>the =3D
  >first time it=3D20
  >  happened a couple weeks ago,<BR>=3D3D<BR>>and=3D3D20<BR>> =3D
  >thought I had it=3D20
  >  narrowed<BR>down to the UAD plugs. I re-ghosted =3D3D<BR>>to=3D20
  >  a=3D3D20<BR>> sys version that had an earlier<BR>UAD =3D
  >install (can't=3D20
  >  remember the =3D3D<BR>>number, it=3D3D20<BR>> had the Helios, =3D
  >but not the=3D20
  >  Neve<BR>88)and the crackles went away, =3D
  >so<BR>=3D3D<BR>>I=3D3D20<BR>> =3D20

> thought it was a software rev that Paris<BR>didn't like, but =3D
>just to=3D20
> =3D3D<BR>>be sure I=3D3D20<BR>> reloaded the new version of =3D
>the UAD=3D20
> software<BR>(the one with the Neve<BR>=3D3D<BR>><BR>> =3D
>88) and it=3D20
> still didn't crackle. At that point I<BR>thought it =3D
>=3D3D<BR>>might=3D20
> be=3D3D20<BR>> something else altogether and since I am in the=3D20
> middle<BR>of a mixing<BR>=3D3D<BR>>project=3D3D20<BR>> =3D
>that I'm=3D20
> using the Neve 88 plug on a lot (love what it<BR>does) I=3D20
> just<BR>=3D3D<BR>>went=3D3D20<BR>> for it, listening closely =3D
>to bounces. I=3D20
> actually did 2<BR>bounces of =3D3D<BR>>every =3D
>mix=3D3D20<BR>> and=3D20
> listened back to both at the same time, out of phase<BR>with=3D20
> each<BR>=3D3D<BR>>other,=3D3D20<BR>> to hear the difference, =3D
>since the=3D20
> crackles appeared to =3D
>be<BR>random.)<BR>=3D3D<BR>>There=3D3D20<BR>> =3D20
> were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =
=3D
>
> =3D3D<BR>>crackles on=3D3D20<BR>> the other 3 (that I've done =3D
>so far). I'm=3D20
> wondering now if<BR>it is a =3D3D<BR>>UAD =3D
>rev=3D3D20<BR>> problem=3D20
> that only shows up after some wear and tear on the<BR>sys.=3D20
> I'm<BR>=3D3D<BR>>going=3D3D20<BR>> to re-ghost and re-load the =3D
>
> <BR>UAD software (Neve 88 ver) tommorrow =3D3D<BR>>and=3D20
> see=3D3D20<BR>> what happens.<BR>Just to reiterate...when =3D
>I did a=3D20
> spdif bounce, even =3D3D<BR>>with my=3D3D20<BR>> system as =3D
>it<BR>is=3D20
> tonight, there are no crackles. That's wierd.=3D20
> Also<BR>=3D3D<BR>>the=3D3D20<BR>> crackles never<BR>show =3D
>till=3D20
> listening to the bounced=3D20
> =3D3D<BR>>file.<BR>><BR>>3.)=3D3D20<BR>> can =3D
>you=3D20
> determine where the crackle rears it's ugly head?<BR>>IOW,=3D20
> =3D3D<BR>>is it=3D3D20<BR>> constant, more or less, or is it =3D
>intermittent?=3D20
> If<BR>>it's =3D3D<BR>>intermittent,=3D3D20<BR>> does =3D
>it seem to=3D20
> coincide with any particular<BR>instrument or =3D

>=3D3D<BR>>track?=3D20
> For=3D3D20<BR>> example, could it be a =3D
>particular<BR>>plugin on=3D20
> the - let's say - =3D3D<BR>>cowbell=3D3D20<BR>> track, which =3D
>occurs=3D20
> though<BR>>most of the song, but not on =3D
>the=3D3D20<BR>> =3D20
> (confounded) bridge?<BR><BR>totally random...not in anyway =3D
>
> associated<BR>=3D3D<BR>>with a=3D3D20<BR>> particular =3D
>instrument.=3D20
> Fairly<BR>study though, like a bowl of rice=3D3D20<BR>> =3D20
> crispies.<BR>><BR>>4.) mute/disconnect the right =3D
>channel=3D20
> when =3D3D<BR>>listening=3D3D20<BR>> back to<BR>>the=3D20
> crackle-infested bounce to see if there's any =
=3D3D<BR>>pattern=3D20
> that=3D3D20<BR>> <BR>>might apply to (3)=3D20
> above?<BR><BR>none<BR>><BR>>5.) Is=3D20
> =3D3D<BR>>the=3D3D20<BR>> crackle happening on ALL systems? =3D
>IOW, have=3D20
> you<BR>>burned a CD of =3D3D<BR>>the=3D3D20<BR>> =3D
>bounced tracks=3D20
> & played it back on a home<BR>>stereo, in your =3D
>=3D3D<BR>>car,=3D20
> on=3D3D20<BR>> headphones, etc? Is it possible =3D
>that<BR>>for some=3D20
> odd reason the =3D3D<BR>>crackle is=3D3D20<BR>> due to =3D
>something in=3D20
> your<BR>>monitoring setup that isn't showing up=3D20
> =3D3D<BR>>on=3D3D20<BR>> regular playback, =3D
>but<BR>>might be=3D20
> showing up on a rendered =3D
>=3D3D<BR>>file?<BR>This=3D3D20<BR>> first=3D20
> came to my attention after I burned a CD of test mixes for=3D20
> =3D3D<BR>>the<BR>client=3D3D20<BR>> and he called me =3D
>after he got=3D20
> home and listened on his system =3D3D<BR>>(this<BR>was=3D20
> an=3D3D20<BR>> audio CD)so I would say it happens on all =3D
>systems...but I=3D20
> havn't=3D3D20<BR>> burnt<BR>another CD yet.<BR>It =3D
>does happen=3D20
> on my NS 10's as well as my<BR>=3D3D<BR>><BR>> Mackie 824's. =3D
>The 824's=3D20
> are hooked<BR>up thru the spdif out of =3D3D<BR>>the =3D
>mec=3D3D20<BR>> =3D20
> to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are=3D20
> hooked<BR>=3D3D<BR>>up thru=3D3D20<BR>> 2 analogue outs from =3D

>the Mec into=3D20
> a GFA power<BR>amp. Crackles exisist<BR>=3D3D<BR>>on =3D
>the=3D3D20<BR>> =3D20
> left channel on both sets of speakers.<BR>><BR>>6.) =3D
>What=3D20
> happens =3D3D<BR>>when=3D3D20<BR>> you open up an older =3D
>project that=3D20
> you<BR>>DIDN'T have this problem =3D
>=3D3D<BR>>on...?=3D3D20<BR>> If=3D20
> you do a bounce with that,<BR>>does it sound as it did =3D
>before,=3D20
> =3D3D<BR>>or does=3D3D20<BR>> it now have =3D
>the<BR>>crackles in=3D20
> it?<BR><BR>Not nearly as bad...No =3D
>=3D3D<BR>>study=3D3D20<BR>> =3D20
> diet of rice crispies, but there were a couple<BR>of crackles=3D20
> (random,<BR>=3D3D<BR>>I=3D3D20<BR>> bounced twice and listend =3D
>to both=3D20
> mixes out of phase,<BR>set markers =3D3D<BR>>at =3D
>the=3D3D20<BR>> =3D20
> crackles, and verified by listening one at a time) =
This<BR>also=3D20
> leads<BR>=3D3D<BR>>me to=3D3D20<BR>> believe it's some sort of =3D
>ppj=3D20
> corruption brought on by the<BR>UAD =3D3D<BR>>stuff,=3D20
> only=3D3D20<BR>> it happens over time, but I haven't been able =3D
>to=3D20
> verify=3D3D20<BR>> =3D
>this<BR>yet.<BR><BR>>7.) Have=3D20
> you tried physically swapping =3D3D<BR>>your left=3D3D20<BR>> =3D
>speaker=3D20
> with<BR>>your right speaker?<BR>swapping speakers make=3D20
> no=3D3D20<BR>> difference, swapping the cables leading to=3D20
> the<BR>speakers makes it =3D3D<BR>>happen in=3D3D20<BR>> =3D
>the right=3D20
> speaker.<BR><BR>>Just trying to think of things to=3D20
> =3D3D<BR>>try &=3D3D20<BR>> narrow it down =3D
>by<BR>process of=3D20
> elimination.<BR><BR>I appreciate =3D
>=3D3D<BR>>your=3D3D20<BR>> =3D20
> thought process. If this makes a light go off for you,<BR>please =
=3D
>let=3D20
> =3D3D<BR>>me=3D3D20<BR>> know.<BR><BR>>Can =3D
>you e-mail=3D20
> me an mp3 file of any song or =3D3D<BR>>songs that=3D3D20<BR>> =3D
>
> it's<BR>>doing this on? If so, send it to: neil=3D20

> =3D3D<BR>>DOT=3D3D20<BR>> henderson AT<BR>>sbcglobal =3D
>DOT net I'd=3D20
> be curious as to =3D3D<BR>>what it=3D3D20<BR>> sounds=3D20
> like.<BR><BR>will=3D20
> =3D
>=3D3D<BR>>Do<BR>><BR>>Neil<BR>><BR>>=3D
><BR>>"Rod=3D3D20<BR>> =3D20
> Lincoln" <<A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
> =3D
 =
>href=3D3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>&a=3D
 =
>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=3D
>A>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20
> wrote:<BR>>><BR>>>OK..I got everything hooked =3D
>backk up=3D20
> and =3D3D<BR>>sure=3D3D20<BR>> enough, the crackle is=3D20
> back<BR>>>on bounce to disk...in the left=3D20
> =3D3D<BR>>channel=3D3D20<BR>> only, same as always. I tried=3D20
> panning<BR>>>everything oppisite,=3D20
> =3D3D<BR>>crackle,=3D3D20<BR>> tried lowering levels,=3D20
> crackle.<BR>>>When I took all the tracks =3D3D<BR>>off=3D20
> the=3D3D20<BR>> submixes except for the drums on=3D20
> submix<BR>>>1, there were NO =3D
>=3D3D<BR>>crackles.=3D3D20<BR>> =3D20
> There were also NO crackles when bouncing audio<BR>>>from =3D
>any=3D20
> =3D3D<BR>>submix by=3D3D20<BR>> itself. <BR>>>This =3D
>is a 24 bit=3D20
> mix with 24 bit tracks, so I =3D3D<BR>>tried=3D3D20<BR>> =3D
>(advice from=3D20
> Aaron)<BR>>rendering<BR>>>some of the tracks to=3D20
> =3D3D<BR>>16 bit.=3D3D20<BR>> I rendered all the drums (15 =3D
>tracks)=3D20
> and<BR>5<BR>>>other tracks =3D3D<BR>>to =3D
>16=3D3D20<BR>> =3D20
> bit, leaving 10 tracks at 24 bit...Crackles came =3D
>back<BR>>>when=3D20
> =3D3D<BR>>bouncing=3D3D20<BR>> the entire mix. That's where =3D
>I'm at. I can=3D20
> always do=3D3D20<BR>> =3D
>the<BR>spdif<BR>>>bounce=3D20
> method...it's a real hassle because of =3D3D<BR>>the =3D
>way=3D3D20<BR>> my=3D20
> moitoring and<BR>work<BR>>>flow is, but it's doable, =3D
>and=3D20
> =3D3D<BR>>seems to=3D3D20<BR>> work, but I'd like to get this=3D20

> thing<BR>>>figured out.=3D20
> =3D3D<BR><BR>>>I've=3D3D20<BR>> had it for today. =3D
>Going to=3D20
> crash.<BR>>>>Rod<BR>>>"Rod=3D20
> =3D3D<BR>Lincoln"=3D3D20<BR>> <<A=3D3D20<BR>> =3D20
> =3D3D<BR>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
/A'=3D
=
>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=3D
>A>>=3D3D<BR>>>=3D3D20<BR>> =3D20
> wrote:<BR>>>><BR>>>>Well, I THOUGHT I =3D
>had my=3D20
> "bounce =3D3D<BR>>to=3D3D20<BR>> disk" crackles whipped, but =3D
>they=3D20
> came<BR>>>>back. This time I =3D3D<BR><BR>> =3D
>re-patched=3D20
> and did a spdif bounce and that seemed=3D3D20<BR>> =3D20
> to<BR>>cure<BR>>>>it. I havn't tried it yet =3D
>with=3D20
> bounce to =3D3D<BR>disk to=3D3D20<BR>> verify that the=3D20
> crackling<BR>>>>comes back, but I bet it =3D
>=3D3D<BR>will.=3D20
> I=3D3D20<BR>> wonder what could be causing this?=3D20
> =3D3D<BR>The<BR>>>last<BR>>>>time=3D20
> I=3D3D20<BR>> did a fresh install of my system (via ghost) and =3D
>it seemed=3D20
> to=3D3D20<BR>> get<BR>>>>rid of it, for a while. =3D
>I'm going=3D20
> to try a bounce =3D3D<BR>>to disk=3D3D20<BR>> and see if=3D20
> the<BR>>>>crackles return.<BR>>>>The way =3D
>
> =3D3D<BR>>my=3D3D20<BR>> system is set up, because of space =3D
>limitations,=3D20
> and the=3D3D20<BR>> =3D
>fact<BR>>>that<BR>>>>I=3D20
> have to have my drums basically =3D3D<BR>>in the=3D3D20<BR>> =3D
>mix position=3D20
> (facing the other<BR>>>>way)<BR>>>>makes it=3D20
> =3D3D<BR>>A=3D3D20<BR>> FREAKIN PITA to crawl behind the gear =3D
>and unplug=3D20
> the=3D3D20<BR>> spdif<BR>>cable<BR>>>>going =3D
>to the=3D20
> DAC-1 and re-patch a cable =3D3D<BR>>loop. I=3D3D20<BR>> =3D
>accidently=3D20
> unplugged something<BR>>>>while doing it, and had =3D

```
  >=3D3D<BR>>to=3D20
  >  rip=3D3D20<BR>> abouat half the system out to =3D
  >find=3D3D20<BR>> =3D20
  >  =3D
  >=3D3D<BR>>it.<BR>ERRRRRRRRRRRRRRRR!<BR>>>>Rod<BR=3D
  >>>><BR>><BR></BLO=3D3D<BR>>CKQUOTE><BR>>=3D
  >;<DIV><FONT=3D20
  >  size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight =3D
  >spam,=3D20
  >  =3D
  >=3D3D<BR>>and=3D3D20<BR>>you?<BR><A=3D3D20<BR>>href=3D3D3D "<A=3D20
  >  =3D
  =
>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
  =
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D=

  >>=3D3D<BR>>.html</A>=3D20
  >  =3D
  ></FONT></DIV></BODY></HTML><BR>><BR>><BR></=3D
  >BLOCKQUOTE></BODY></HTML>
  >
  >
```

------=_NextPart_000_003F_01C81F9F.29678390
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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>Rod,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Have you tried mixing the song three =
times to see=20
if you get lucky?</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Stupid I know.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV><FONT face=3DArial size=3D2>Smells like hardware or UAD rev =
incompatablity to=20
me.  I had been using</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>the Helios rev (4.4?) with no =

mixdown=20
crackles.  I hope to get back at it shortly too.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV><FONT face=3DArial size=3D2>Aren't there buffer settings you =
can adjust in=20
the UAD to address this?</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Might give that a try.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Good luck,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Rod Lincoln" &lt;<A=20
  =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
  wrote in message <A=20
  =
href=3D"news:472f3e51$1@linux">news:472f3e51$1@linux</A>...</DIV><BR>Tom,=
 I've=20
  already done that. It's not that. It's definiatly something =
that<BR>only shows=20
  up on the bounced to disk file. Also it's totally random and not<BR>at =
all=20
  related to any single audio event. <BR>Rod<BR>"Tom Bruhl" &lt;<A=20
  href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>&gt;=20
  wrote:<BR>&gt;<BR>&gt;<BR>&gt;Okay Rod,<BR>&gt;How about one track =
with the=20
  UAD plugs<BR>&gt;that has a few rough spots that are =
amplified<BR>&gt;by the=20
  plugin set?<BR>&gt;<BR>&gt;Mute one track at a time to find it.  =
PITA for=20
  sure.<BR>&gt;???<BR>&gt;Tom<BR>&gt;  "Rod Lincoln" &lt;<A=20
  =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
  wrote in message =
=3D<BR>&gt;news:472f2455$1@linux...<BR>&gt;<BR>&gt;  I=20
  agree with you, except that when I play back an old project that=20
  =3D<BR>&gt;didn't<BR>&gt;  have the problem, it doesn't crackl, =
even with=20
  more tracks and the =3D<BR>&gt;same plugs<BR>&gt;  as the ppj's =
that=20
  crackle.=3D20<BR>&gt;  Rod<BR>&gt;  "Tom Bruhl" &lt;<A=20
  href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>&gt;=20
  wrote:<BR>&gt;  &gt;<BR>&gt;  &gt;<BR>&gt;  &gt;Hey=20
  Rod,<BR>&gt;  &gt;Do the crackles repeat themselves in exactly =

the same=20
  places<BR>&gt;  &gt;on play back?  If not, I'd look at=20
  hardware.  Do they show up<BR>&gt;  &gt;in the waveform or =
are they=20
  to low in level? =3D3D20<BR>&gt;  &gt;<BR>&gt;  &gt;If you =
suspect=20
  hardware I'd think CPU, fan (make it cold!) or<BR>&gt;  &gt;power =

  supply.  Not in that order.  Start with the cheapest fixes=20
  =3D<BR>&gt;first.<BR>&gt;  &gt;Maybe you were right way back with =
the bad=20
  UAD assumption?<BR>&gt;  &gt;<BR>&gt;  &gt;Still kickin' =
Paris=20
  around,<BR>&gt;  &gt;Tom<BR>&gt;  &gt;<BR>&gt;  =
&gt;  "Rod=20
  Lincoln" &lt;<A=20
  =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
  wrote in message =3D3D<BR>&gt;  =
&gt;news:472e82a3$1@linux...<BR>&gt; =20
  &gt;<BR>&gt;  &gt;  Neil, thanks for your response. see my =
answers=20
  interleaved below<BR>&gt;  &gt;  Rod<BR>&gt;  =
&gt;  "Neil"=20
  &lt;<A href=3D"mailto:OIU@I.com">OIU@I.com</A>&gt; =
wrote:<BR>&gt; =20
  &gt;  &gt;<BR>&gt;  &gt;  &gt;This is weird... have you =
tried=20
  any of the following:<BR>&gt;  &gt;  &gt;<BR>&gt;  =
&gt; =20
  &gt;1.) pan everything to center, and then see if it still shows=20
  up<BR>&gt;  &gt;  &gt;on the left channel? or is the =
crackling then=20
  centered?<BR>&gt;  &gt;<BR>&gt;  &gt;  Everything =
Panned Ctr=20
  still Crackles<BR>&gt;  &gt;  &gt;<BR>&gt;  &gt;  =
&gt;2.)=20
  removing ALL plugins &amp; EFX, and bouncing dry/clean =
like<BR>&gt; =20
  &gt;  &gt;that, with everything panned as you normally would for=20
  this<BR>&gt;  &gt;  &gt;mix? This includes anything inserted =
across=20
  the 2-buss.<BR>&gt;  &gt;<BR>&gt;  &gt;  Bounce with No =
FX=20
  (Auxes, both internal and external) still =
=3D<BR>&gt;Crackles<BR>&gt; =20
  &gt;<BR>&gt;  &gt;  Bounce with no plugs...this does produce =

a=20
  crackle free bounce. I =3D<BR>&gt;=3D3D<BR>&gt;  &gt;tried =
this<BR>&gt; =20
  &gt;  the first time it happened a couple weeks ago, and thought =
I had=20
  it<BR>=3D<BR>&gt; =3D3D<BR>&gt;  &gt;narrowed<BR>&gt;  =
&gt;  down=20
  to the UAD plugs. I re-ghosted to a sys version that had an=20
  =3D<BR>&gt;=3D3D<BR>&gt;  &gt;earlier<BR>&gt;  &gt;  =
UAD install=20
  (can't remember the number, it had the Helios, but=20
  not<BR>=3D<BR>&gt;the<BR>&gt;  =3D3D<BR>&gt;  =
&gt;Neve<BR>&gt; =20
  &gt;  88)and the crackles went away, so I thought it was a =
software rev=20
  =3D<BR>&gt;that<BR>&gt;  =3D3D<BR>&gt;  =
&gt;Paris<BR>&gt; =20
  &gt;  didn't like, but just to be sure I reloaded the new version =
of=20
  the<BR>=3D<BR>&gt;UAD<BR>&gt;  =3D3D<BR>&gt;  =
&gt;software<BR>&gt; =20
  &gt;  (the one with the Neve 88)  and it still didn't =
crackle. At=20
  that =3D<BR>&gt;point<BR>&gt;  =3D3D<BR>&gt;  =
&gt;I<BR>&gt; =20
  &gt;  thought it might be something else altogether and since I =
am in=20
  the<BR>=3D<BR>&gt;=3D3D<BR>&gt;  &gt;middle<BR>&gt;  =
&gt;  of a=20
  mixing project that I'm using the Neve 88 plug on a lot=20
  (love<BR>=3D<BR>&gt;=3D3D<BR>&gt;  &gt;what it<BR>&gt;  =
&gt;  does)=20
  I just went for it, listening closely to bounces. I=20
  actually<BR>=3D<BR>&gt;did<BR>&gt;  =3D3D<BR>&gt;  =
&gt;2<BR>&gt; =20
  &gt;  bounces of every mix and listened back to both at the same =
time,=20
  =3D<BR>&gt;out =3D3D<BR>&gt;  &gt;of phase<BR>&gt;  =
&gt;  with each=20
  other, to hear the difference, since the crackles =3D<BR>&gt;appeared=20
  =3D3D<BR>&gt;  &gt;to be<BR>&gt;  &gt;  random.) There =
were maybe=20
  1 or 2 crackles per song on a couple =3D<BR>&gt;songs,<BR>&gt; =20
  =3D3D<BR>&gt;  &gt;and<BR>&gt;  &gt;  no crackles on =
the other 3=20
  (that I've done so far). I'm wondering =3D<BR>&gt;now<BR>&gt; =20
  =3D3D<BR>&gt;  &gt;if<BR>&gt;  &gt;  it is a UAD rev =
problem that=20

only shows up after some wear and tear<BR>=3D<BR>&gt;on<BR>&gt; =20
=3D3D<BR>&gt;  &gt;the<BR>&gt;  &gt;  sys. I'm going to =
re-ghost=20
and re-load the=3D3D20<BR>&gt;  &gt;  UAD software (Neve 88 =
ver)=20
tommorrow and see what happens.<BR>&gt;  &gt;  Just to=20
reiterate...when I did a spdif bounce, even with my=20
system<BR>=3D<BR>&gt;as<BR>&gt;  =3D3D<BR>&gt;  =
&gt;it<BR>&gt; =20
&gt;  is tonight, there are no crackles. That's wierd. Also the=20
crackles<BR>=3D<BR>&gt;=3D3D<BR>&gt;  &gt;never<BR>&gt;  =
&gt;  show=20
till listening to the bounced file.<BR>&gt;  &gt; =20
&gt;<BR>&gt;  &gt;  &gt;3.) can you determine where the =
crackle=20
rears it's ugly head?<BR>&gt;  &gt;  &gt;IOW, is it =
constant, more=20
or less, or is it intermittent? If<BR>&gt;  &gt;  &gt;it's=20
intermittent, does it seem to coincide with any =
particular<BR>&gt; =20
&gt;  &gt;instrument or track? For example, could it be a=20
particular<BR>&gt;  &gt;  &gt;plugin on the - let's say - =
cowbell=20
track, which occurs though<BR>&gt;  &gt;  &gt;most of the =
song, but=20
not on the (confounded) bridge?<BR>&gt;  &gt;<BR>&gt;  =
&gt; =20
totally random...not in anyway associated with a particular =
=3D3D<BR>&gt; =20
&gt;instrument. Fairly<BR>&gt;  &gt;  study though, like a =
bowl of=20
rice crispies.<BR>&gt;  &gt;  &gt;<BR>&gt;  &gt;  =
&gt;4.)=20
mute/disconnect the right channel when listening back to<BR>&gt;  =

&gt;  &gt;the crackle-infested bounce to see if there's any =
pattern=20
=3D<BR>&gt;that=3D3D20<BR>&gt;  &gt;  &gt;might apply to (3) =

above?<BR>&gt;  &gt;<BR>&gt;  &gt;  none<BR>&gt; =20
&gt;  &gt;<BR>&gt;  &gt;  &gt;5.) Is the crackle =
happening on=20
ALL systems? IOW, have you<BR>&gt;  &gt;  &gt;burned a CD of =
the=20
bounced tracks &amp; played it back on a home<BR>&gt;  &gt;  =

&gt;stereo, in your car, on headphones, etc? Is it possible =
that<BR>&gt; =20

&gt;  &gt;for some odd reason the crackle is due to something in=20
your<BR>&gt;  &gt;  &gt;monitoring setup that isn't showing =
up on=20
regular playback, but<BR>&gt;  &gt;  &gt;might be showing up =
on a=20
rendered file?<BR>&gt;  &gt;  This first came to my =
attention after=20
I burned a CD of test mixes =3D<BR>&gt;for<BR>&gt;  =
=3D3D<BR>&gt; =20
&gt;the<BR>&gt;  &gt;  client and he called me after he got =
home and=20
listened on his =3D<BR>&gt;system =3D3D<BR>&gt;  =
&gt;(this<BR>&gt; =20
&gt;  was an audio CD)so I would say it happens on all =
systems...but I=20
=3D<BR>&gt;=3D3D<BR>&gt;  &gt;havn't burnt<BR>&gt;  =
&gt;  another=20
CD yet.<BR>&gt;  &gt;  It does happen on my NS 10's as well =
as my=20
Mackie  824's. The 824's<BR>=3D<BR>&gt;=3D3D<BR>&gt;  =
&gt;are=20
hooked<BR>&gt;  &gt;  up thru the spdif out of the mec to a =
DAC-1 to=20
a PVC passive volume<BR>=3D<BR>&gt;=3D3D<BR>&gt;  =
&gt;control.<BR>&gt; =20
&gt;  The NS 10's are hooked up thru 2 analogue outs from the Mec =
into=20
a<BR>=3D<BR>&gt;GFA<BR>&gt;  =3D3D<BR>&gt;  =
&gt;power<BR>&gt; =20
&gt;  amp. Crackles exisist on the left channel on both sets of=20
speakers.<BR>&gt;  &gt;  &gt;<BR>&gt;  &gt;  =
&gt;6.) What=20
happens when you open up an older project that you<BR>&gt;  =
&gt; =20
&gt;DIDN'T have this problem on...? If you do a bounce with=20
that,<BR>&gt;  &gt;  &gt;does it sound as it did before, or =
does it=20
now have the<BR>&gt;  &gt;  &gt;crackles in =
it?<BR>&gt; =20
&gt;<BR>&gt;  &gt;  Not nearly as bad...No study diet of =
rice=20
crispies, but there were<BR>=3D<BR>&gt;a =3D3D<BR>&gt; =20
&gt;couple<BR>&gt;  &gt;  of crackles (random, I bounced =
twice and=20
listend to both mixes out<BR>=3D<BR>&gt;of<BR>&gt;  =
=3D3D<BR>&gt; =20
&gt;phase,<BR>&gt;  &gt;  set markers at the crackles, and =
verified=20

by listening one at a =3D<BR>&gt;time)<BR>&gt;  =
=3D3D<BR>&gt; =20
&gt;This<BR>&gt;  &gt;  also leads me to believe it's some =
sort of=20
ppj corruption brought =3D<BR>&gt;on =3D3D<BR>&gt;  &gt;by =
the<BR>&gt; =20
&gt;  UAD stuff, only it happens over time, but I haven't been =
able to=20
=3D<BR>&gt;=3D3D<BR>&gt;  &gt;verify this<BR>&gt;  =
&gt; =20
yet.<BR>&gt;  &gt;  &gt;<BR>&gt;  &gt;  &gt;7.) =
Have you=20
tried physically swapping your left speaker with<BR>&gt;  =
&gt; =20
&gt;your right speaker?<BR>&gt;  &gt;  swapping speakers =
make no=20
difference, swapping the cables leading =3D<BR>&gt;to =
=3D3D<BR>&gt; =20
&gt;the<BR>&gt;  &gt;  speakers makes it happen in the right =

speaker.<BR>&gt;  &gt;  &gt;<BR>&gt;  &gt;  =
&gt;Just=20
trying to think of things to try &amp; narrow it down by<BR>&gt;  =

&gt;  &gt;process of elimination.<BR>&gt;  =
&gt;<BR>&gt; =20
&gt;  I appreciate your thought process. If this makes a light go =
off=20
for<BR>=3D<BR>&gt;=3D3D<BR>&gt;  &gt;you,<BR>&gt;  =
&gt;  please let=20
me know.<BR>&gt;  &gt;  &gt;<BR>&gt;  &gt;  =
&gt;Can you=20
e-mail me an mp3 file of any song or songs that it's<BR>&gt;  =
&gt; =20
&gt;doing this on? If so, send it to:   neil  DOT =
henderson=20
AT<BR>&gt;  &gt;  &gt;sbcglobal DOT net   I'd be =
curious=20
as to what it sounds like.<BR>&gt;  &gt;<BR>&gt;  &gt;  =
will=20
Do<BR>&gt;  &gt;  &gt;<BR>&gt;  &gt; =20
&gt;Neil<BR>&gt;  &gt;  &gt;<BR>&gt;  &gt; =20
&gt;<BR>&gt;  &gt;  &gt;"Rod Lincoln" &lt;<A=20
=
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
wrote:<BR>&gt;  &gt;  &gt;&gt;<BR>&gt;  &gt; =20
&gt;&gt;OK..I got everything hooked backk up and sure enough, the=20

crackle<BR>=3D<BR>&gt;is<BR>&gt;  =3D3D<BR>&gt;  =
&gt;back<BR>&gt; =20
&gt;  &gt;&gt;on bounce to disk...in the left channel only, same =
as=20
always. I =3D<BR>&gt;=3D3D<BR>&gt;  &gt;tried =
panning<BR>&gt; =20
&gt;  &gt;&gt;everything oppisite, crackle, tried lowering =
levels,=20
crackle.<BR>&gt;  &gt;  &gt;&gt;When I took all the tracks =
off the=20
submixes except for the drums<BR>=3D<BR>&gt;on<BR>&gt;  =
=3D3D<BR>&gt; =20
&gt;submix<BR>&gt;  &gt;  &gt;&gt;1, there were NO crackles. =
There=20
were also NO crackles when =3D<BR>&gt;bouncing<BR>&gt;  =
=3D3D<BR>&gt; =20
&gt;audio<BR>&gt;  &gt;  &gt;&gt;from any submix by=20
itself.=3D3D20<BR>&gt;  &gt;  &gt;&gt;This is a 24 bit mix =
with 24 bit=20
tracks, so I tried (advice from<BR>=3D<BR>&gt;=3D3D<BR>&gt; =20
&gt;Aaron)<BR>&gt;  &gt;  &gt;rendering<BR>&gt;  =
&gt; =20
&gt;&gt;some of the tracks to 16 bit. I rendered all the drums (15=20
=3D<BR>&gt;tracks) =3D3D<BR>&gt;  &gt;and<BR>&gt;  =
&gt; =20
5<BR>&gt;  &gt;  &gt;&gt;other tracks to 16 bit, leaving 10 =
tracks=20
at 24 bit...Crackles =3D<BR>&gt;came<BR>&gt;  =3D3D<BR>&gt;  =

&gt;back<BR>&gt;  &gt;  &gt;&gt;when bouncing the entire =
mix. That's=20
where I'm at. I can always =3D<BR>&gt;do =3D3D<BR>&gt;  =
&gt;the<BR>&gt; =20
&gt;  spdif<BR>&gt;  &gt;  &gt;&gt;bounce method...it's =
a real=20
hassle because of the way my =3D<BR>&gt;moitoring =3D3D<BR>&gt; =20
&gt;and<BR>&gt;  &gt;  work<BR>&gt;  &gt;  =
&gt;&gt;flow=20
is, but it's doable, and seems to work, but I'd like to=20
get<BR>=3D<BR>&gt;=3D3D<BR>&gt;  &gt;this thing<BR>&gt;  =
&gt; =20
&gt;&gt;figured out.=3D3D20<BR>&gt;  &gt;  &gt;&gt;I've had =
it for=20
today. Going to crash.<BR>&gt;  &gt;  =
&gt;&gt;Rod<BR>&gt; =20
&gt;  &gt;&gt;"Rod Lincoln" &lt;<A=20
=
href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A>=

&gt;=20

  wrote:&lt;BR&gt;&gt;&amp;nbsp; &gt;&amp;nbsp; &gt;&gt;&gt;&lt;BR&gt;&gt;&amp;nbsp; &gt;&amp;nbsp;=20
  &gt;&gt;&gt;Well, I THOUGHT I had my "bounce to disk" crackles =
whipped,=20
  but&lt;BR&gt;=3D&lt;BR&gt;&gt;=3D3D&lt;BR&gt;&gt;&amp;nbsp; &gt;they came&lt;BR&gt;&gt;&amp;nbsp; =
&gt;&amp;nbsp;=20
  &gt;&gt;&gt;back. This time I re-patched and did a spdif bounce and =
that=20
  =3D&lt;BR&gt;&gt;seemed&lt;BR&gt;&gt;&amp;nbsp; =3D3D&lt;BR&gt;&gt;&amp;nbsp; =
&gt;to&lt;BR&gt;&gt;&amp;nbsp;=20
  &gt;&amp;nbsp; &gt;cure&lt;BR&gt;&gt;&amp;nbsp; &gt;&amp;nbsp; &gt;&gt;&gt;it. I havn't =
tried it=20
  yet with bounce to disk to verify that =
the&lt;BR&gt;=3D&lt;BR&gt;&gt;=3D3D&lt;BR&gt;&gt;&amp;nbsp;=20
  &gt;crackling&lt;BR&gt;&gt;&amp;nbsp; &gt;&amp;nbsp; &gt;&gt;&gt;comes back, but I =
bet it=20
  will. I wonder what could be causing =3D&lt;BR&gt;&gt;this?&lt;BR&gt;&gt;&amp;nbsp;=20
  =3D3D&lt;BR&gt;&gt;&amp;nbsp; &gt;The&lt;BR&gt;&gt;&amp;nbsp; &gt;&amp;nbsp; =
&gt;&gt;last&lt;BR&gt;&gt;&amp;nbsp;=20
  &gt;&amp;nbsp; &gt;&gt;&gt;time I did a fresh install of my system (via =
ghost) and=20
  it =3D&lt;BR&gt;&gt;seemed =3D3D&lt;BR&gt;&gt;&amp;nbsp; &gt;to get&lt;BR&gt;&gt;&amp;nbsp; =
&gt;&amp;nbsp;=20
  &gt;&gt;&gt;rid of it, for a while. I'm going to try a bounce to disk =
and=20
  =3D&lt;BR&gt;&gt;see =3D3D&lt;BR&gt;&gt;&amp;nbsp; &gt;if the&lt;BR&gt;&gt;&amp;nbsp; &gt;&amp;nbsp; =

  &gt;&gt;&gt;crackles return.&lt;BR&gt;&gt;&amp;nbsp; &gt;&amp;nbsp; &gt;&gt;&gt;The =
way my=20
  system is set up, because of space limitations, and =
=3D&lt;BR&gt;&gt;the&lt;BR&gt;&gt;&amp;nbsp;=20
  =3D3D&lt;BR&gt;&gt;&amp;nbsp; &gt;fact&lt;BR&gt;&gt;&amp;nbsp; &gt;&amp;nbsp; =
&gt;&gt;that&lt;BR&gt;&gt;&amp;nbsp;=20
  &gt;&amp;nbsp; &gt;&gt;&gt;I have to have my drums basically in the mix =
position=20
  (facing =3D&lt;BR&gt;&gt;the =3D3D&lt;BR&gt;&gt;&amp;nbsp; &gt;other&lt;BR&gt;&gt;&amp;nbsp; =
&gt;&amp;nbsp;=20
  &gt;&gt;way)&lt;BR&gt;&gt;&amp;nbsp; &gt;&amp;nbsp; &gt;&gt;&gt;makes it A FREAKIN =
PITA to=20
  crawl behind the gear and unplug the&lt;BR&gt;=3D&lt;BR&gt;&gt;=3D3D&lt;BR&gt;&gt;&amp;nbsp; =

  &gt;spdif&lt;BR&gt;&gt;&amp;nbsp; &gt;&amp;nbsp; cable&lt;BR&gt;&gt;&amp;nbsp; &gt;&amp;nbsp;=20
  &gt;&gt;&gt;going to the DAC-1 and re-patch a cable loop. I accidently =

  =3D3D&lt;BR&gt;&gt;&amp;nbsp; &gt;unplugged something&lt;BR&gt;&gt;&amp;nbsp; &gt;&amp;nbsp;=20
  &gt;&gt;&gt;while doing it, and had to rip abouat half the system out =
to=20
  =3D&lt;BR&gt;&gt;find =3D3D&lt;BR&gt;&gt;&amp;nbsp; &gt;it.&lt;BR&gt;&gt;&amp;nbsp; &gt;&amp;nbsp;=20

ERRRRRRRRRRRRRRR!<BR>&gt;  &gt;  =
&gt;&gt;&gt;Rod<BR>&gt; =20
 &gt;  &gt;&gt;<BR>&gt;  &gt;  &gt;<BR>&gt; =20
 &gt;<BR>&gt;  &gt;<BR>&gt;  &gt;<BR>&gt;  &gt;I choose =
Polesoft=20
 Lockspam to fight spam, and you?<BR>&gt; =20
 &gt;http://www.polesoft.com/refer.html  =3D20<BR>&gt; =20
 &gt;<BR>&gt;  &gt;&lt;!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
 Transitional//EN"&gt;<BR>&gt;  =
&gt;&lt;HTML&gt;&lt;HEAD&gt;<BR>&gt; =20
 &gt;&lt;META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=20
 =3D3D<BR>&gt;  &gt;charset=3D3D3Diso-8859-1"&gt;<BR>&gt;  =
&gt;&lt;META=20
 content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR&gt;<BR>&gt; =20
 &gt;&lt;STYLE&gt;&lt;/STYLE&gt;<BR>&gt;  =
&gt;&lt;/HEAD&gt;<BR>&gt; =20
 &gt;&lt;BODY bgColor=3D3D3D#ffffff&gt;<BR>&gt;  =
&gt;&lt;DIV&gt;&lt;FONT=20
 face=3D3D3DArial size=3D3D3D2&gt;Hey =
Rod,&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt; =20
 &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;Do the =
crackles repeat=20
 =3D<BR>&gt;themselves in =3D3D<BR>&gt;  &gt;exactly =
the=3D3D20<BR>&gt; =20
 &gt;same places&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;  =
&gt;&lt;DIV&gt;&lt;FONT=20
 face=3D3D3DArial size=3D3D3D2&gt;on play back? If not, I'd look =
=3D<BR>&gt;at=20
 =3D3D<BR>&gt;  &gt;<BR>&gt;  &gt;hardware. Do they show=20
 up&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;  &gt;&lt;DIV&gt;&lt;FONT=20
 face=3D3D3DArial size=3D3D3D2&gt;in the waveform or are they to =
=3D<BR>&gt;low in=20
 =3D3D<BR>&gt;  &gt;level? =3D3D20<BR>&gt; =20
&gt;&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;  &gt;&lt;DIV&gt;&lt;FONT=20
 face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt; =
&lt;/DIV&gt;<BR>&gt; =20
 &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;If you =
suspect hardware=20
 I'd =3D<BR>&gt;think CPU,<BR>&gt;  =3D3D<BR>&gt; =20
 &gt;&lt;/FONT&gt;&lt;FONT=3D3D20<BR>&gt;  &gt;face=3D3D3DArial=20
 size=3D3D3D2&gt;fan (make it cold!) =
or&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt; =20
 &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;power supply. =
Not in that=20
 =3D3D<BR>&gt;  &gt;order. Start=3D3D20<BR>&gt;  &gt;with=20
 &lt;/FONT&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;the cheapest =
fixes=20

=3D3D<BR>&gt;  &gt;first.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt; =20
&gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;Maybe you =
were right way=20
back =3D<BR>&gt;with the<BR>&gt;  =3D3D<BR>&gt;  &gt;bad=20
UAD=3D3D20<BR>&gt;  =
&gt;assumption?&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt; =20
&gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt; =

&lt;/DIV&gt;<BR>&gt;  &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial=20
size=3D3D3D2&gt;Still kickin' Paris =3D3D<BR>&gt; =20
&gt;around,&lt;/FONT&gt;&lt;/DIV&gt;<BR >&gt;  =
&gt;&lt;DIV&gt;&lt;FONT=20
face=3D3D3DArial =
size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV&amp ;gt; <BR>&gt; =20
&gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt; =

&lt;/DIV&gt;<BR>&gt;  &gt;&lt;BLOCKQUOTE=3D3D20<BR>&gt; =20
&gt;style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px;=20
=3D<BR>&gt;=3D3D<BR>&gt;  &gt;BORDER-LEFT: #000000 2px solid; =
MARGIN-RIGHT:=20
0px"&gt;<BR>&gt;  &gt;  &lt;DIV&gt;"Rod Lincoln"=20
&lt;&lt;A=3D3D20<BR>&gt;  &gt;  =3D3D<BR>&gt; =20
=3D<BR>&gt;&gt;href=3D3D3D"<A=20
=
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A'>m=
ailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/A</A>=3D=
<BR>&gt;&gt;&amp;g=3D3D<BR>&gt; =20
&gt;t;=3D3D20<BR>&gt;  &gt;  wrote in message =
&lt;A=3D3D20<BR>&gt; =20
&gt;  =3D3D<BR>&gt;  =3D<BR>&gt;&gt;href=3D3D3D"<A=20
=
href=3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>N'>n=
ews:472e82a3$1@linux"&gt;news:472e82a3$1@linux&lt;/A&gt;...&lt;/DIV&gt;&l=
t;BR&gt;N</A>=3D<BR>&gt;eil=3D3D<BR>&gt; =20
&gt;,=3D3D20<BR>&gt;  &gt;  thanks for your response. see my =
answers=20
interleaved =3D3D<BR>&gt; =20
&gt;below&lt;BR&gt;Rod&lt;BR&gt;"Neil"=3D3D20 <BR>&gt;  &gt;  =
&lt;&lt;A=20
href=3D3D3D"<A=20
=
href=3D'mailto:OIU@I.com">OIU@I.com</A'>mailto:OIU@I.com"&gt;OIU@I.com&lt=
;/A</A>&gt;&gt;=20
=3D3D<BR>&gt;   &gt;wrote:&lt;BR&gt;&gt;&lt;BR&gt;&a mp;gt;This=20
is=3D3D20<BR>&gt;  &gt;  weird... have you tried any of the=20
 following:&lt;BR&gt;&gt;&lt;BR&gt;&g t;1.) pan=3D3D20<BR>&gt;  =
&gt; =20

everything to center, and then see if it still shows =
up&lt;BR&gt;&gt;on=20
  the<BR>=3D<BR>&gt;=3D3D<BR>&gt;  &gt;left=3D3D20<BR>&gt;  =
&gt; =20
  channel? or is the crackling then =
centered?&lt;BR&gt;&lt;BR&gt;Everything=20
  =3D<BR>&gt;Panned =3D3D<BR>&gt;  &gt;Ctr =
still=3D3D20<BR>&gt;  &gt; =20
   Crackles&lt;BR&gt;&gt;&lt;BR&gt;&gt; 2.) removing ALL plugins &amp; =
EFX, and=20
  =3D3D<BR>&gt;  &gt;bouncing=3D3D20<BR>&gt;  &gt;  =
dry/clean=20
  like&lt;BR&gt;&gt;that, with everything panned as you normally=20
  =3D3D<BR>&gt;  &gt;would for=3D3D20<BR>&gt;  &gt; =20
  this&lt;BR&gt;&gt;mix? This includes anything inserted across=20
  the=3D3D20<BR>&gt;  &gt;  2-buss.&lt;BR&gt;&lt;BR&gt;Bounce =
with No FX=20
  (Auxes, both internal and =3D<BR>&gt;external) =3D3D<BR>&gt; =20
  &gt;still=3D3D20<BR>&gt;  &gt;  =
Crackles&lt;BR&gt;&lt;BR&gt;Bounce=20
  with no plugs...this does produce a =
crackle<BR>=3D<BR>&gt;=3D3D<BR>&gt; =20
  &gt;free=3D3D20<BR>&gt;  &gt;  bounce. I tried =
this&lt;BR&gt;the first=20
  time it happened a couple weeks =3D<BR>&gt;ago,<BR>&gt;  =
=3D3D<BR>&gt; =20
  &gt;and=3D3D20<BR>&gt;  &gt;  thought I had it =
narrowed&lt;BR&gt;down=20
  to the UAD plugs. I re-ghosted =3D<BR>&gt;=3D3D<BR>&gt;  &gt;to=20
  a=3D3D20<BR>&gt;  &gt;  sys version that had an =
earlier&lt;BR&gt;UAD=20
  install (can't remember the<BR>=3D<BR>&gt;=3D3D<BR>&gt;  =
&gt;number,=20
  it=3D3D20<BR>&gt;  &gt;  had the Helios, but not the=20
  Neve&lt;BR&gt;88)and the crackles went =
away,<BR>=3D<BR>&gt;so<BR>&gt; =20
  =3D3D<BR>&gt;  &gt;I=3D3D20<BR>&gt;  &gt;  thought it =
was a=20
  software rev that Paris&lt;BR&gt;didn't like, but just =3D<BR>&gt;to=20
  =3D3D<BR>&gt;  &gt;be sure I=3D3D20<BR>&gt;  &gt;  =
reloaded the new=20
  version of the UAD software&lt;BR&gt;(the one with the=20
  =3D<BR>&gt;Neve<BR>&gt;  =3D3D<BR>&gt;  &gt;<BR>&gt;  =
&gt; =20
  88) and it still didn't crackle. At that point I&lt;BR&gt;thought it=20
  =3D3D<BR>&gt;  &gt;might be=3D3D20<BR>&gt;  &gt;  =
something else=20
  altogether and since I am in the middle&lt;BR&gt;of a=20

=3D<BR>&gt;mixing<BR>&gt;  =3D3D<BR>&gt;  =
&gt;project=3D3D20<BR>&gt; =20
&gt;  that I'm using the Neve 88 plug on a lot (love what=20
it&lt;BR&gt;does) I =3D<BR>&gt;just<BR>&gt;  =3D3D<BR>&gt; =20
&gt;went=3D3D20<BR>&gt;  &gt;  for it, listening closely to =
bounces. I=20
actually did 2&lt;BR&gt;bounces =3D<BR>&gt;of =3D3D<BR>&gt;  =
&gt;every=20
mix=3D3D20<BR>&gt;  &gt;  and listened back to both at the =
same time,=20
out of phase&lt;BR&gt;with =3D<BR>&gt;each<BR>&gt;  =
=3D3D<BR>&gt; =20
&gt;other,=3D3D20<BR>&gt;  &gt;  to hear the difference, =
since the=20
crackles appeared to =3D<BR>&gt;be&lt;BR&gt;random.)<BR>&gt; =20
=3D3D<BR>&gt;  &gt;There=3D3D20<BR>&gt;  &gt;  were =
maybe 1 or 2=20
crackles per song on a couple songs, and&lt;BR&gt;no=20
=3D<BR>&gt;=3D3D<BR>&gt;  &gt;crackles on=3D3D20<BR>&gt;  =
&gt;  the=20
other 3 (that I've done so far). I'm wondering now if&lt;BR&gt;it=20
is<BR>=3D<BR>&gt;a =3D3D<BR>&gt;  &gt;UAD =
rev=3D3D20<BR>&gt;  &gt; =20
problem that only shows up after some wear and tear on=20
the&lt;BR&gt;sys.<BR>=3D<BR>&gt;I'm<BR>&gt;  =3D3D<BR>&gt; =20
&gt;going=3D3D20<BR>&gt;  &gt;  to re-ghost and re-load the=20
&lt;BR&gt;UAD software (Neve 88 ver) =3D<BR>&gt;tommorrow =
=3D3D<BR>&gt; =20
&gt;and see=3D3D20<BR>&gt;  &gt;  what =
happens.&lt;BR&gt;Just to=20
reiterate...when I did a spdif bounce, =3D<BR>&gt;even =
=3D3D<BR>&gt; =20
&gt;with my=3D3D20<BR>&gt;  &gt;  system as it&lt;BR&gt;is =
tonight,=20
there are no crackles. That's wierd. =3D<BR>&gt;Also<BR>&gt; =20
=3D3D<BR>&gt;  &gt;the=3D3D20<BR>&gt;  &gt;  crackles=20
never&lt;BR&gt;show till listening to the bounced =3D3D<BR>&gt; =20
&gt;file.&lt;BR&gt;&gt;&lt;BR&gt;&am p;gt;3.)=3D3D20 <BR>&gt;  =
&gt;  can you=20
determine where the crackle rears it's ugly=20
head?&lt;BR&gt;&gt;IOW,<BR>=3D<BR>&gt;=3D3D <BR>&gt;  &gt;is=20
it=3D3D20<BR>&gt;  &gt;  constant, more or less, or is it=20
intermittent? If&lt;BR&gt;&gt;it's =3D3D<BR>&gt; =20
&gt;intermittent,=3D3D20<BR>&gt;  &gt;  does it seem to =
coincide with=20
any particular&lt;BR&gt;&gt;instrument or =3D3D<BR>&gt;  =
&gt;track?=20
For=3D3D20<BR>&gt;  &gt;  example, could it be a=20

particular&lt;BR&gt;&gt;plugin on the - let's say - =
=3D<BR>&gt;=3D3D<BR>&gt; =20
&gt;cowbell=3D3D20<BR>&gt;  &gt;  track, which occurs=20
though&lt;BR&gt;&gt;most of the song, but not on=20
=3D<BR>&gt;the=3D3D20<BR>&gt;  &gt;  (confounded)=20
bridge?&lt;BR&gt;&lt;BR&gt;totally random...not in anyway=20
=3D<BR>&gt;associated<BR>&gt;  =3D3D<BR>&gt;  &gt;with=20
a=3D3D20<BR>&gt;  &gt;  particular instrument. =
Fairly&lt;BR&gt;study=20
though, like a bowl of =3D<BR>&gt;rice=3D3D20<BR>&gt;  &gt;  =

crispies.&lt;BR&gt;&gt;&lt;BR&gt;&gt ;4.) mute/disconnect the right =
channel=20
when =3D3D<BR>&gt;  &gt;listening=3D3D20<BR>&gt;  &gt;  =
back=20
to&lt;BR&gt;&gt;the crackle-infested bounce to see if there's any=20
=3D3D<BR>&gt;  &gt;pattern that=3D3D20<BR>&gt;  &gt; =20
&lt;BR&gt;&gt;might apply to (3)=20
above?&lt;BR&gt;&lt;BR&gt;none&lt;BR&amp ;gt;&gt;&lt;BR&gt;&gt;5.) Is=20
=3D3D<BR>&gt;  &gt;the=3D3D20<BR>&gt;  &gt;  crackle =
happening on=20
ALL systems? IOW, have you&lt;BR&gt;&gt;burned a CD=20
of<BR>=3D<BR>&gt;=3D3D<BR>&gt;  &gt;the=3D3D20<BR>&gt;  =
&gt;  bounced=20
tracks &amp; played it back on a home&lt;BR&gt;&gt;stereo, in your=20
=3D3D<BR>&gt;  &gt;car, on=3D3D20<BR>&gt;  &gt;  =
headphones, etc?=20
Is it possible that&lt;BR&gt;&gt;for some odd reason the=20
=3D<BR>&gt;=3D3D<BR>&gt;  &gt;crackle is=3D3D20<BR>&gt;  =
&gt;  due to=20
something in your&lt;BR&gt;&gt;monitoring setup that isn't showing=20
up<BR>=3D<BR>&gt;=3D3D<BR>&gt;  &gt;on=3D3D20<BR>&gt;  =
&gt;  regular=20
playback, but&lt;BR&gt;&gt;might be showing up on a rendered =
=3D3D<BR>&gt; =20
&gt;file?&lt;BR&gt;This=3D3D20<BR>&gt;  &gt;  first came to =
my=20
attention after I burned a CD of test mixes for =
=3D<BR>&gt;=3D3D<BR>&gt; =20
&gt;the&lt;BR&gt;client=3D3D20<BR>&gt;  &gt;  and he called =
me after=20
he got home and listened on his system =3D3D<BR>&gt; =20
&gt;(this&lt;BR&gt;was an=3D3D20<BR>&gt;  &gt;  audio CD)so =
I would=20
say it happens on all systems...but I =
=3D<BR>&gt;havn't=3D3D20<BR>&gt; =20
&gt;  burnt&lt;BR&gt;another CD yet.&lt;BR&gt;It does happen on =
my NS=20

10's as well as&lt;BR&gt;=3D&lt;BR&gt;&gt;my&lt;BR&gt;&gt;  =3D3D&lt;BR&gt;&gt; =20
&gt;&lt;BR&gt;&gt;  &gt;  Mackie 824's. The 824's are =
hooked&lt;BR&gt;&gt;up=20
thru the spdif out of =3D3D&lt;BR&gt;&gt;  &gt;the =
mec=3D3D20&lt;BR&gt;&gt; =20
&gt;  to a DAC-1 to a PVC passive volume control.&lt;BR&gt;&gt;The NS =
10's=20
are =3D&lt;BR&gt;&gt;hooked&lt;BR&gt;&gt;  =3D3D&lt;BR&gt;&gt;  &gt;up=20
thru=3D3D20&lt;BR&gt;&gt;  &gt;  2 analogue outs from the Mec into =
a GFA=20
power&lt;BR&gt;&gt;amp. Crackles =3D&lt;BR&gt;&gt;exisist&lt;BR&gt;&gt;  =
=3D3D&lt;BR&gt;&gt; =20
&gt;on the=3D3D20&lt;BR&gt;&gt;  &gt;  left channel on both sets =
of=20
 speakers.&lt;BR&gt;&gt;&lt;BR&gt;&gt;&gt ;6.) What happens=20
=3D&lt;BR&gt;&gt;=3D3D&lt;BR&gt;&gt;  &gt;when=3D3D20&lt;BR&gt;&gt;  =
&gt;  you open up=20
an older project that you&lt;BR&gt;&gt;DIDN'T have this=20
problem&lt;BR&gt;=3D&lt;BR&gt;&gt;=3D3D&lt;BR&gt;&gt;  =
&gt;on...?=3D3D20&lt;BR&gt;&gt;  &gt; =20
If you do a bounce with that,&lt;BR&gt;&gt;does it sound as it did =
before,=20
=3D&lt;BR&gt;&gt;=3D3D&lt;BR&gt;&gt;  &gt;or does=3D3D20&lt;BR&gt;&gt;  =
&gt;  it now=20
have the&lt;BR&gt;&gt;crackles in it?&lt;BR&gt;&lt;BR&gt;Not nearly as =

 bad...No =3D&lt;BR&gt;&gt;=3D3D&lt;BR&gt;&gt;  &gt;study=3D3D20&lt;BR&gt;&gt;  =
&gt; =20
diet of rice crispies, but there were a couple&lt;BR&gt;of crackles=20
=3D&lt;BR&gt;&gt;(random,&lt;BR&gt;&gt;  =3D3D&lt;BR&gt;&gt;  =
&gt;I=3D3D20&lt;BR&gt;&gt; =20
&gt;  bounced twice and listend to both mixes out of =
phase,&lt;BR&gt;set=20
=3D&lt;BR&gt;&gt;markers =3D3D&lt;BR&gt;&gt;  &gt;at the=3D3D20&lt;BR&gt;&gt;  =
&gt; =20
crackles, and verified by listening one at a time) This&lt;BR&gt;also=20
=3D&lt;BR&gt;&gt;leads&lt;BR&gt;&gt;  =3D3D&lt;BR&gt;&gt;  &gt;me =
to=3D3D20&lt;BR&gt;&gt; =20
&gt;  believe it's some sort of ppj corruption brought on by=20
the&lt;BR&gt;UAD =3D&lt;BR&gt;&gt;=3D3D&lt;BR&gt;&gt;  &gt;stuff, =
only=3D3D20&lt;BR&gt;&gt; =20
&gt;  it happens over time, but I haven't been able to=20
verify=3D3D20&lt;BR&gt;&gt;  &gt; =20
 this&lt;BR&gt;yet.&lt;BR&gt;&gt;&lt; BR&gt;&gt;7.) Have you tried =
physically=20
swapping =3D3D&lt;BR&gt;&gt;  &gt;your left=3D3D20&lt;BR&gt;&gt;  =
&gt;  speaker=20
with&lt;BR&gt;&gt;your right speaker?&lt;BR&gt;swapping speakers make=20

=3D<BR>&gt;no=3D3D20<BR>&gt;  &gt;  difference, swapping the =
cables=20
  leading to the&lt;BR&gt;speakers makes =
it<BR>=3D<BR>&gt;=3D3D<BR>&gt; =20
  &gt;happen in=3D3D20<BR>&gt;  &gt;  the right=20
  speaker.&lt;BR&gt;&gt;&lt;BR&gt;&gt; Just trying to think of things to=20
  =3D3D<BR>&gt;  &gt;try &amp;=3D3D20<BR>&gt;  &gt;  =
narrow it down=20
  by&lt;BR&gt;&gt;process of elimination.&lt;BR&gt;&lt;BR&gt;I =
appreciate=20
  =3D<BR>&gt;=3D3D<BR>&gt;  &gt;your=3D3D20<BR>&gt;  =
&gt;  thought=20
  process. If this makes a light go off for you,&lt;BR&gt;please =
=3D<BR>&gt;let=20
  =3D3D<BR>&gt;  &gt;me=3D3D20<BR>&gt;  &gt; =20
  know.&lt;BR&gt;&gt;&lt;BR&gt;&gt;Can you e-mail me an mp3 file of any =
song or=20
  =3D3D<BR>&gt;  &gt;songs that=3D3D20<BR>&gt;  &gt; =20
  it's&lt;BR&gt;&gt;doing this on? If so, send it to: neil =
=3D3D<BR>&gt; =20
  &gt;DOT=3D3D20<BR>&gt;  &gt;  henderson =
AT&lt;BR&gt;&gt;sbcglobal DOT=20
  net I'd be curious as to =3D3D<BR>&gt;  &gt;what =
it=3D3D20<BR>&gt; =20
  &gt;  sounds like.&lt;BR&gt;&lt;BR&gt;will =3D3D<BR>&gt; =20
  =
&gt;Do&lt;BR&gt;&gt;&lt;BR&gt;&g t;Neil&lt;BR&gt;&gt;&lt;BR&gt;&gt;&a mp;lt;BR&=
gt;&gt;"Rod=3D3D20<BR>&gt; =20
  &gt;  Lincoln" &lt;&lt;A=3D3D20<BR>&gt;  &gt;  =
=3D3D<BR>&gt; =20
  =3D<BR>&gt;&gt;href=3D3D3D"<A=20
  =
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A'>m=
ailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/A</A>=3D=
<BR>&gt;&gt;&amp;g=3D3D<BR>&gt; =20
  &gt;t;=3D3D20<BR>&gt;  &gt; =20
  wrote:&lt;BR&gt;&gt;&gt;&lt;BR&gt;&a mp;gt;&gt;OK..I got everything hooked =
backk up=20
  and =3D3D<BR>&gt;  &gt;sure=3D3D20<BR>&gt;  &gt;  =
enough, the=20
  crackle is back&lt;BR&gt;&gt;&gt;on bounce to disk...in the left=20
  =3D<BR>&gt;=3D3D<BR>&gt;  &gt;channel=3D3D20<BR>&gt;  =
&gt;  only,=20
  same as always. I tried panning&lt;BR&gt;&gt;&gt;everything oppisite,=20
  =3D3D<BR>&gt;  &gt;crackle,=3D3D20<BR>&gt;  &gt;  tried =
lowering=20
  levels, crackle.&lt;BR&gt;&gt;&gt;When I took all the tracks =
=3D3D<BR>&gt; =20

&gt;off the=3D3D20&lt;BR&gt;&gt;  &gt;  submixes except for the =
drums on=20
 submix&lt;BR&gt;&gt;&gt;1, there were NO =3D3D&lt;BR&gt;&gt; =20
 &gt;crackles.=3D3D20&lt;BR&gt;&gt;  &gt;  There were also NO =
crackles when=20
 bouncing audio&lt;BR&gt;&gt;&gt;from any =3D3D&lt;BR&gt;&gt;  =
&gt;submix=20
 by=3D3D20&lt;BR&gt;&gt;  &gt;  itself. &lt;BR&gt;&gt;&gt;This is a =
24 bit=20
 mix with 24 bit tracks, so I =3D3D&lt;BR&gt;&gt;  =
&gt;tried=3D3D20&lt;BR&gt;&gt; =20
 &gt;  (advice from =
 Aaron)&lt;BR&gt;&gt;rendering&lt;BR&gt;& amp;gt;&gt;some of=20
 the tracks to =3D3D&lt;BR&gt;&gt;  &gt;16 bit.=3D3D20&lt;BR&gt;&gt;  =
&gt;  I=20
 rendered all the drums (15 tracks) =
 and&lt;BR&gt;5&lt;BR&gt;&gt;&gt;othe r=20
 tracks =3D3D&lt;BR&gt;&gt;  &gt;to 16=3D3D20&lt;BR&gt;&gt;  &gt;  =
bit, leaving=20
 10 tracks at 24 bit...Crackles came back&lt;BR&gt;&gt;&gt;when=20
 =3D3D&lt;BR&gt;&gt;  &gt;bouncing=3D3D20&lt;BR&gt;&gt;  &gt;  the =
entire mix.=20
 That's where I'm at. I can always do=3D3D20&lt;BR&gt;&gt;  &gt; =20
 the&lt;BR&gt;spdif&lt;BR&gt;&gt;&gt; bounce method...it's a real hassle =
because=20
 of =3D3D&lt;BR&gt;&gt;  &gt;the way=3D3D20&lt;BR&gt;&gt;  &gt;  my =
moitoring=20
 and&lt;BR&gt;work&lt;BR&gt;&gt;&gt;f low is, but it's doable, and=20
 =3D3D&lt;BR&gt;&gt;  &gt;seems to=3D3D20&lt;BR&gt;&gt;  &gt;  work, =
but I'd=20
 like to get this thing&lt;BR&gt;&gt;&gt;figured out. =
=3D3D&lt;BR&gt;&gt; =20
 &gt;&lt;BR&gt;&gt;&gt;I've=3D3D20&lt;BR&gt;&gt;  &gt;  had it for =
today.=20
 Going to  crash.&lt;BR&gt;&gt;&gt;Rod&lt;BR&gt ;&gt;&gt; "Rod =
=3D3D&lt;BR&gt;&gt; =20
 &gt;Lincoln"=3D3D20&lt;BR&gt;&gt;  &gt;  =
&lt;&lt;A=3D3D20&lt;BR&gt;&gt; =20
 &gt;  =3D3D&lt;BR&gt;&gt;  =3D&lt;BR&gt;&gt;href=3D3D3D"&lt;A=20
 =
href=3D'mailto:rlincoln@nospamn.kc.rr.com"&gt;rlincoln@nospamn.kc.rr.com'&gt;ma=
ilto:rlincoln@nospamn.kc.rr.com"&gt;rlincoln@nospamn.kc.rr.com&lt;/A&gt;&lt;=3D=
&lt;BR&gt;&gt;/A&gt;=3D3D&lt;BR&gt;&gt; =20
 &gt;&gt;=3D3D20&lt;BR&gt;&gt;  &gt; =20
  wrote:&lt;BR&gt;&gt;&gt;&gt;&lt;BR&a mp;gt;&gt;&gt;&gt;Well, I THOUGHT I =
had my=20
 "bounce =3D3D&lt;BR&gt;&gt;  &gt;to=3D3D20&lt;BR&gt;&gt;  &gt;  =
disk" crackles=20

whipped, but they came&lt;BR&gt;&gt;&gt;&gt;back. This time I=20
=3D3D<BR>&gt;  &gt;<BR>&gt;  &gt;  re-patched and did a =
spdif=20
bounce and that seemed=3D3D20<BR>&gt;  &gt; =20
to&lt;BR&gt;&gt;cure&lt;BR&gt;&gt;&a mp;gt;&gt;it. I havn't tried it yet =
with=20
bounce to =3D3D<BR>&gt;  &gt;disk to=3D3D20<BR>&gt;  =
&gt;  verify=20
that the crackling&lt;BR&gt;&gt;&gt;&gt;comes back, but I bet it=20
=3D3D<BR>&gt;  &gt;will. I=3D3D20<BR>&gt;  &gt;  wonder =
what could=20
be causing this? =3D3D<BR>&gt; =20
&gt;The&lt;BR&gt;&gt;&gt;last&lt;BR& amp;gt;&gt;&gt;&gt;time =
I=3D3D20<BR>&gt; =20
&gt;  did a fresh install of my system (via ghost) and it seemed=20
to=3D3D20<BR>&gt;  &gt;  get&lt;BR&gt;&gt;&gt;&gt;rid of it, =
for a=20
while. I'm going to try a bounce =3D3D<BR>&gt;  &gt;to=20
disk=3D3D20<BR>&gt;  &gt;  and see if=20
the&lt;BR&gt;&gt;&gt;&gt;crackles return.&lt;BR&gt;&gt;&gt;&gt;The way =

=3D3D<BR>&gt;  &gt;my=3D3D20<BR>&gt;  &gt;  system is =
set up,=20
because of space limitations, and the=3D3D20<BR>&gt;  &gt; =20
fact&lt;BR&gt;&gt;&gt;that&lt;BR&gt; &gt;&gt;&gt;I have to have my =
drums=20
basically =3D3D<BR>&gt;  &gt;in the=3D3D20<BR>&gt;  =
&gt;  mix=20
position (facing the =
other&lt;BR&gt;&gt;&gt;way)&lt;BR&gt ;&gt;&gt;&gt;makes it=20
=3D3D<BR>&gt;  &gt;A=3D3D20<BR>&gt;  &gt;  FREAKIN PITA =
to crawl=20
behind the gear and unplug the=3D3D20<BR>&gt;  &gt; =20
spdif&lt;BR&gt;cable&lt;BR&gt;&gt;&g t;&gt;going to the DAC-1 and =
re-patch a=20
cable =3D3D<BR>&gt;  &gt;loop. I=3D3D20<BR>&gt;  &gt;  =
accidently=20
unplugged something&lt;BR&gt;&gt;&gt;&gt;while doing it, and had=20
=3D3D<BR>&gt;  &gt;to rip=3D3D20<BR>&gt;  &gt;  abouat =
half the=20
system out to find=3D3D20<BR>&gt;  &gt;  =3D3D<BR>&gt;  =

=
&gt;it.&lt;BR&gt;ERRRRRRRRRRRRRRRR!&lt;BR&am p;gt;&gt;&gt;&gt;Rod&lt;BR&gt;&gt=
;&gt;&lt;BR&gt;&gt;&lt;BR&gt;&lt ;/BLO=3D3D <BR>&gt; =20
&gt;CKQUOTE&gt;<BR>&gt;  &gt;&lt;DIV&gt;&lt;FONT=20
size=3D3D3D2&gt;&lt;BR&gt;&lt;BR&gt;I choose Polesoft Lockspam to =
fight=20

=3D<BR>&gt;spam, =3D3D<BR>&gt;  &gt;and=3D3D20<BR>&gt; =20
&gt;you?&lt;BR&gt;&lt;A=3D3D20<BR>&gt;  =
=3D<BR>&gt;&gt;href=3D3D3D"<A=20
  =
href=3D'http://www.polesoft.com/refer.html'>http://www.polesoft.com/re'>h=
ttp://www.polesoft.com/refer.html"&gt;http://www.polesoft.com/re</A>=3D<B=
R>&gt;fer=3D3D<BR>&gt; =20
&gt;.html&lt;/A&gt;=20
  &lt;/FONT&gt;&lt;/DIV&gt;&lt;/BODY&g t;&lt;/HTML&gt; <BR>&gt; =20
&gt;<BR>&gt;  &gt;<BR>&gt;<BR>&gt;<BR>&gt;&lt;!DOCTYPE HTML =
PUBLIC=20
  "-//W3C//DTD HTML 4.0=20
  Transitional//EN"&gt;<BR>&gt;&lt;HTML&gt;&lt;HEAD&gt; <BR>&gt;&lt;META=20
  http-equiv=3D3DContent-Type content=3D3D"text/html;=20
  =3D<BR>&gt;charset=3D3Diso-8859-1"&gt;<BR>&gt;&lt;META =
content=3D3D"MSHTML=20
  6.00.2800.1400"=20
  =
name=3D3DGENERATOR&gt;<BR>&gt;&lt;STYLE&gt;&lt;/STYLE&gt; <BR>&gt;&lt;/HEA=
D&gt;<BR>&gt;&lt;BODY=20
  bgColor=3D3D#ffffff&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT face=3D3DArial =
size=3D3D2&gt;Okay=20
  =
Rod,&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt; <BR>&gt;&lt;DIV&gt;&lt;FO=
NT=20
  face=3D3D"Comic Sans MS" color=3D3D#800000 size=3D3D2&gt;How about=20
  one<BR>=3D<BR>&gt;track with=3D20<BR>&gt;the UAD=20
  plugs&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =
face=3D3D"Comic Sans=20
  MS" color=3D3D#800000 size=3D3D2&gt;that has a =3D<BR>&gt;few rough=20
  spots=3D20<BR>&gt;that are=20
  amplified&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =
face=3D3D"Comic=20
  Sans MS" color=3D3D#800000 size=3D3D2&gt;by the=20
  =
plugin<BR>=3D<BR>&gt;<BR>&gt;set?&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&lt;DIV=
&gt;&lt;FONT=20
  face=3D3D"Comic Sans MS" color=3D3D#800000 =
=3D<BR>&gt;size=3D3D2&gt;&lt;/FONT&gt;=20
  &lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT face=3D3D"Comic Sans MS" =
color=3D3D#800000=20
  size=3D3D2&gt;Mute one =3D<BR>&gt;track at a time to=3D20<BR>&gt;find =
it. PITA for=20
  sure.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT =
face=3D3D"Comic Sans=20
  MS" color=3D3D#800000=20
  =
=3D<BR> &gt;size=3D3D2&gt;???&lt;/FONT&gt;&lt;/D IV&gt; <BR>&gt;&lt;DIV&gt;&=

lt;FONT=20
  face=3D3D"Comic Sans MS" color=3D3D#800000=20
  =
=3D<BR> &gt;size=3D3D2&gt;Tom&lt;/FONT&gt;&lt;/D IV&gt;&lt;/DIV&gt; <BR>&gt;=
&lt;BLOCKQUOTE=3D20<BR>&gt;style=3D3D"PADDING-RIGHT:=20
  0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>&gt;BORDER-LEFT: =
#000000 2px=20
  solid; MARGIN-RIGHT: 0px"&gt;<BR>&gt;  &lt;DIV&gt;"Rod Lincoln"=20
&lt;&lt;A=3D20<BR>&gt;  =3D<BR>&gt;href=3D3D"<A=20
  =
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
mp;g'>mailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/=
A&gt;&amp;g</A>=3D<BR>&gt;t;=3D20<BR>&gt; =20
  wrote in message &lt;A=3D20<BR>&gt;  href=3D3D"<A=20
  =
href=3D'news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I'>n=
ews:472f2455$1@linux"&gt;news:472f2455$1@linux&lt;/A&gt;...&lt;/DIV&gt;&l=
t;BR&gt;I</A><BR>=3D<BR>&gt;agree=3D20<BR>&gt; =20
  with you, except that when I play back an old project that=20
  =3D<BR>&gt;didn't&lt;BR&gt;have the=3D20<BR>&gt;  problem, it =
doesn't crackl,=20
  even with more tracks and the same =3D<BR>&gt;plugs&lt;BR&gt;as=20
  the=3D20<BR>&gt;  ppj's that crackle. &lt;BR&gt;Rod&lt;BR&gt;"Tom =
Bruhl"=20
  &lt;&lt;A=3D20<BR>&gt;  href=3D3D"<A=20
  =
href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20'>mailto=
:arpegio@comcast.net"&gt;arpegio@comcast.net&lt;/A&gt;&gt;=3D20</A><BR>&g=
t; =20
   wrote:&lt;BR&gt;&gt;&lt;BR&gt;&gt;&a mp;lt;BR&gt;&gt;Hey =
Rod,&lt;BR&gt;&gt;Do the=20
  crackles repeat=3D20<BR>&gt;  themselves in exactly the same=20
  places&lt;BR&gt;&gt;on play back? If =3D<BR>&gt;not, =
I'd=3D20<BR>&gt;  look=20
  at hardware. Do they show up&lt;BR&gt;&gt;in the waveform or are =
=3D<BR>&gt;they=20
  to=3D20<BR>&gt;  low in level? =
 =3D3D20&lt;BR&gt;&gt;&lt;BR&gt;&gt;I f you=20
  suspect hardware I'd think =3D<BR>&gt;CPU, fan=3D20<BR>&gt;  =
(make it cold!)=20
  or&lt;BR&gt;&gt;power supply. Not in that order.=20
  =3D<BR>&gt;Start=3D20<BR>&gt;  with the cheapest fixes=20
  first.&lt;BR&gt;&gt;Maybe you were right way back =3D<BR>&gt;with=20
  the=3D20<BR>&gt;  bad UAD =
 assumption?&lt;BR&gt;&gt;&lt;BR&gt;& gt;Still=20
  kickin' Paris=3D20<BR>&gt; =20
   around,&lt;BR&gt;&gt;Tom&lt;BR&gt;&g t;&lt;BR&gt;&gt; "Rod Lincoln"=20
  &lt;&lt;A=3D20<BR>&gt;  =3D<BR>&gt;href=3D3D"<A=20

=
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
mp;g'>mailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/=
A&gt;&amp;g</A>=3D<BR>&gt;t;=3D20<BR>&gt; =20
  wrote in message=20
  =
=3D<BR>&gt;=3D3D&lt;BR&gt;&gt;news:472e82a3$1@linux...&lt;BR&gt;&gt;&lt;B=
R&gt;&gt;=20
  Neil,=3D20<BR>&gt;  thanks for your response. see my answers =
interleaved=20
  =3D<BR>&gt;below&lt;BR&gt;&gt; =3D20<BR>&gt;  Rod&lt;BR&gt;&gt; =
"Neil"=20
  &lt;&lt;A =3D<BR>&gt;href=3D3D"<A=20
  =
href=3D'mailto:OIU@I.com">OIU@I.com</A>>=3D20'>mailto:OIU@I.com"&gt;OIU@I=
..com&lt;/A&gt;&gt;=3D20</A><BR>&gt; =20
  wrote:&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; &gt;This is weird... have you=20
  =3D<BR>&gt;tried=3D20<BR>&gt;  any of the =
following:&lt;BR&gt;&gt;=20
  &gt;&lt;BR&gt;&gt; &gt;1.) pan =
=3D<BR>&gt;everything=3D20<BR>&gt;  to center,=20
  and then see if it still shows up&lt;BR&gt;&gt; &gt;on the=20
  =3D<BR>&gt;left=3D20<BR>&gt;  channel? or is the crackling then=20
   centered?&lt;BR&gt;&gt;&lt;BR&gt;&gt ; =
=3D<BR>&gt;Everything=3D20<BR>&gt; =20
  Panned Ctr still Crackles&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; &gt;2.)=20
  =3D<BR>&gt;removing=3D20<BR>&gt;  ALL plugins &amp; EFX, and =
bouncing=20
  dry/clean like&lt;BR&gt;&gt; =3D<BR>&gt;&gt;that,=3D20<BR>&gt;  =
with=20
  everything panned as you normally would for this&lt;BR&gt;&gt;=20
  =3D<BR>&gt;&gt;mix?=3D20<BR>&gt;  This includes anything inserted =
across the=20
  =3D<BR> &gt;2-buss.&lt;BR&gt;&gt;&lt;BR&gt;& amp;gt; =3D20<BR>&gt;  =
Bounce with No=20
  FX (Auxes, both internal and external) still=3D20<BR>&gt; =20
   Crackles&lt;BR&gt;&gt;&lt;BR&gt;&gt; Bounce with no plugs...this does=20
  =3D<BR>&gt;produce a=3D20<BR>&gt;  crackle free bounce. I=20
  =3D3D&lt;BR&gt;&gt;tried this&lt;BR&gt;&gt; the first =3D<BR>&gt;time=20
  it=3D20<BR>&gt;  happened a couple weeks ago, and thought I had =
it=20
  =3D20<BR>&gt;   =3D3D&lt;BR&gt;&gt;narrowed&lt;BR&gt;&am p;gt; down to =
the UAD=20
  plugs. I re-ghosted =3D<BR>&gt;to a sys=3D20<BR>&gt;  version =
that had an=20
   =3D3D&lt;BR&gt;&gt;earlier&lt;BR&gt;&amp ;gt; UAD install =3D<BR>&gt;(can't =

   remember=3D20<BR>&gt;  the number, it had the Helios, but not=20

=3D<BR> &gt;the&lt;BR&gt;=3D3D&lt;BR&gt;&gt; Neve&lt;BR&gt;&gt; =
=3D20<BR>&gt; =20
  88)and the crackles went away, so I thought it was a software=20
  rev=3D20<BR>&gt;  =
 that&lt;BR&gt;=3D3D&lt;BR&gt;&gt;Paris&a mp;lt;BR&gt;&gt; didn't=20
  like, but just to be =3D<BR>&gt;sure I=3D20<BR>&gt;  reloaded the =
new version=20
  of the =
=3D<BR> &gt;UAD&lt;BR&gt;=3D3D&lt;BR&gt;&gt; software&lt;BR&gt;&gt;=20
  (the=3D20<BR>&gt;  one with the Neve 88) and it still didn't =
crackle. At=20
  that=3D20<BR>&gt;  =
 point&lt;BR&gt;=3D3D&lt;BR&gt;&gt;I& lt;BR&gt;&gt; thought=20
  it might be something else =3D<BR>&gt;<BR>&gt;  altogether and =
since I am=20
  in the  =3D3D&lt;BR&gt;&gt;middle&lt;BR&gt;& gt; of a=20
  =3D<BR>&gt;mixing=3D20<BR>&gt;  project that I'm using the Neve =
88 plug on a=20
  lot (love =3D3D&lt;BR&gt;&gt;what =3D<BR>&gt;<BR>&gt;  =
it&lt;BR&gt;&gt; does)=20
  I just went for it, listening closely to =3D<BR>&gt;bounces. =
I=3D20<BR>&gt; =20
  actually  did&lt;BR&gt;=3D3D&lt;BR&gt;&gt;2&lt ;BR&gt;&gt; bounces of =
every mix=20
  and =3D<BR>&gt;listened=3D20<BR>&gt;  back to both at the same =
time, out=20
  =3D3D&lt;BR&gt;&gt;of phase&lt;BR&gt;&gt; =3D<BR>&gt;with =
each=3D20<BR>&gt; =20
  other, to hear the difference, since the crackles appeared=20
  =3D<BR>&gt;=3D3D&lt;BR&gt;&gt;to=3D20<BR>&gt;  be&lt;BR&gt;&gt; =
random.) There=20
  were maybe 1 or 2 crackles per song on =3D<BR>&gt;a=3D20<BR>&gt;  =
couple=20
  songs,&lt;BR&gt;=3D3D&lt;BR&gt;&gt;and&a mp;lt;BR&gt;&gt; no crackles on =
the other=20
  =3D<BR>&gt;3 (that=3D20<BR>&gt;  I've done so far). I'm wondering =

  now&lt;BR&gt;=3D3D&lt;BR&gt;&gt;if&l t;BR&gt;&gt; it =3D<BR>&gt;is a=20
  UAD=3D20<BR>&gt;  rev problem that only shows up after some wear =
and=20
  tear=3D20<BR>&gt;  =
 on&lt;BR&gt;=3D3D&lt;BR&gt;&gt;the&l t;BR&gt;&gt; sys. I'm=20
  going to re-ghost and =3D<BR>&gt;re-load=3D20<BR>&gt;  =
the=3D3D20&lt;BR&gt;&gt;=20
  UAD software (Neve 88 ver) tommorrow and see =
=3D<BR>&gt;what=3D20<BR>&gt; =20
  happens.&lt;BR&gt;&gt; Just to reiterate...when I did a spdif bounce,=20
  =3D<BR>&gt;even=3D20<BR>&gt;  with my system=20

as&lt;BR&gt;=3D3D&lt;BR&gt;&gt;it&lt ;BR&gt;&gt; is tonight, there are=20
=3D<BR>&gt;no=3D20<BR>&gt;  crackles. That's wierd. Also the =
crackles=20
=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;never&lt;BR&g t;&gt; =
show=3D20<BR>&gt;  till=20
listening to the bounced file.&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt;=20
=3D<BR>&gt;&gt;3.)=3D20<BR>&gt;  can you determine where the =
crackle rears=20
it's ugly =3D<BR>&gt;head?&lt;BR&gt;&gt; =3D20<BR>&gt;  &gt;IOW, =
is it=20
constant, more or less, or is it intermittent? =
=3D<BR>&gt;If&lt;BR&gt;&gt;=20
=3D20<BR>&gt;  &gt;it's intermittent, does it seem to coincide =
with=20
any=3D20<BR>&gt;  particular&lt;BR&gt;&gt; &gt;instrument or =
track? For=20
example, could =3D<BR>&gt;it be a=3D20<BR>&gt;  =
particular&lt;BR&gt;&gt;=20
&gt;plugin on the - let's say - cowbell =3D<BR>&gt;track, =
which=3D20<BR>&gt; =20
occurs though&lt;BR&gt;&gt; &gt;most of the song, but not on the=20
=3D<BR>&gt;(confounded)=3D20<BR>&gt;  =
bridge?&lt;BR&gt;&gt;&lt;BR&gt;&gt;= 20
totally random...not in anyway =3D<BR>&gt;associated with =
a=3D20<BR>&gt; =20
particular =3D3D&lt;BR&gt;&gt;instrument. Fairly&lt;BR&gt;&gt; study =
though,=20
=3D<BR>&gt;like a bowl=3D20<BR>&gt;  of rice =
crispies.&lt;BR&gt;&gt;=20
&gt;&lt;BR&gt;&gt; &gt;4.) =3D<BR>&gt;mute/disconnect =
the=3D20<BR>&gt;  right=20
channel when listening back to&lt;BR&gt;&gt; &gt;the=20
=3D<BR>&gt;crackle-infested=3D20<BR>&gt;  bounce to see if =
there's any=20
pattern that=3D3D20&lt;BR&gt;&gt; &gt;might =3D<BR>&gt;apply =
to=3D20<BR>&gt; =20
(3) above?&lt;BR&gt;&gt;&lt;BR&gt;&gt; none&lt;BR&gt;&gt; =
&gt;&lt;BR&gt;&gt;=20
=3D<BR>&gt;&gt;5.)=3D20<BR>&gt;  Is the crackle happening on ALL =
systems?=20
IOW, have you&lt;BR&gt;&gt; =3D20<BR>&gt;  &gt;burned a CD of the =
bounced=20
tracks &amp; played it back on a=3D20<BR>&gt;  home&lt;BR&gt;&gt; =

&gt;stereo, in your car, on headphones, etc? Is it=20
=3D<BR>&gt;possible=3D20<BR>&gt;  that&lt;BR&gt;&gt; &gt;for some =
odd reason=20
the crackle is due to =3D<BR>&gt;something in=3D20<BR>&gt; =20

your&lt;BR&gt;&gt; &gt;monitoring setup that isn't showing up on=20
=3D<BR>&gt;regular=3D20<BR>&gt;  playback, but&lt;BR&gt;&gt; =
&gt;might be=20
showing up on a rendered=3D20<BR>&gt;  file?&lt;BR&gt;&gt; This =
first came=20
to my attention after I burned a =3D<BR>&gt;CD of=3D20<BR>&gt;  =
test mixes=20
for&lt;BR&gt;=3D3D&lt;BR&gt;&gt;the& lt;BR&gt;&gt; client and he called =
me=20
=3D<BR>&gt;after he=3D20<BR>&gt;  got home and listened on his =
system=20
=3D3D&lt;BR&gt;&gt;(this&lt;BR&gt;&g t; was =3D<BR>&gt;an =
audio=3D20<BR>&gt; =20
CD)so I would say it happens on all systems...but I=20
=3D3D&lt;BR&gt;&gt;havn't=3D20<BR>&gt;  burnt&lt;BR&gt;&gt; =
another CD=20
yet.&lt;BR&gt;&gt; It does happen on my =3D<BR>&gt;NS =
10's=3D20<BR>&gt;  as=20
well as my Mackie 824's. The 824's =3D3D&lt;BR&gt;&gt;are=20
=3D<BR>&gt;hooked&lt;BR&gt;&gt; =3D20<BR>&gt;  up thru the spdif =
out of the=20
mec to a DAC-1 to a PVC passive volume=3D20<BR>&gt; =20
=3D3D&lt;BR&gt;&gt;control.&lt;BR&gt;&am p;gt; The NS 10's are hooked up =
thru 2=20
=3D<BR>&gt;analogue outs=3D20<BR>&gt;  from the Mec into a=20
GFA&lt;BR&gt;=3D3D&lt;BR&gt;&gt;power&am p;lt;BR&gt;&gt; amp. =
=3D<BR>&gt;Crackles=20
exisist=3D20<BR>&gt;  on the left channel on both sets of=20
speakers.&lt;BR&gt;&gt; =3D<BR>&gt;&gt;&lt;BR&gt;&gt; =
=3D20<BR>&gt;  &gt;6.)=20
What happens when you open up an older project that =
=3D<BR>&gt;you&lt;BR&gt;&gt;=20
=3D20<BR>&gt;  &gt;DIDN'T have this problem on...? If you do a =
bounce=20
with=3D20<BR>&gt;  that,&lt;BR&gt;&gt; &gt;does it sound as it =
did before,=20
or does it now =3D<BR>&gt;have=3D20<BR>&gt;  the&lt;BR&gt;&gt; =
&gt;crackles=20
in it?&lt;BR&gt;&gt;&lt;BR&gt;&gt; Not nearly =
=3D<BR>&gt;as=3D20<BR>&gt; =20
bad...No study diet of rice crispies, but there were =
a=3D20<BR>&gt; =20
=3D3D&lt;BR&gt;&gt;couple&lt;BR&gt;& gt; of crackles (random, I bounced =
twice=20
=3D<BR>&gt;and listend=3D20<BR>&gt;  to both mixes out=20
of&lt;BR&gt;=3D3D&lt;BR&gt;&gt;phase,&am p;lt;BR&gt;&gt; set markers at=20
=3D<BR>&gt;the=3D20<BR>&gt;  crackles, and verified by listening =
one at=20

a=3D20<BR>&gt;  =
time)&lt;BR&gt;=3D3D&lt;BR&gt;&gt;This&a mp;lt;BR&gt;&gt; also=20
leads me to believe it's =3D<BR>&gt;some sort=3D20<BR>&gt;  of =
ppj corruption=20
brought on =3D3D&lt;BR&gt;&gt;by the&lt;BR&gt;&gt; UAD =
=3D<BR>&gt;stuff, only=20
it=3D20<BR>&gt;  happens over time, but I haven't been able to=20
=3D3D&lt;BR&gt;&gt;verify=3D20<BR>&gt;  this&lt;BR&gt;&gt; =
yet.&lt;BR&gt;&gt;=20
&gt;&lt;BR&gt;&gt; &gt;7.) Have =3D<BR>&gt;you=3D20<BR>&gt;  =
tried physically=20
swapping your left speaker with&lt;BR&gt;&gt; =3D<BR>&gt;&gt;your=20
right=3D20<BR>&gt;  speaker?&lt;BR&gt;&gt; swapping speakers make =
no=20
difference, swapping =3D<BR>&gt;the=3D20<BR>&gt;  cables leading =
to=20
=3D3D&lt;BR&gt;&gt;the&lt;BR&gt;&gt; speakers makes it =
=3D<BR>&gt;happen in=20
the=3D20<BR>&gt;  right speaker.&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; =
&gt;Just=20
trying to =3D<BR>&gt;think of=3D20<BR>&gt;  things to try &amp; =
narrow it=20
down by&lt;BR&gt;&gt; &gt;process of=3D20<BR>&gt; =20
elimination.&lt;BR&gt;&gt;&lt;BR&gt;&amp ;gt; I appreciate your thought =
process.=20
=3D<BR>&gt;If this=3D20<BR>&gt;  makes a light go off for=20
=3D3D&lt;BR&gt;&gt;you,&lt;BR&gt;&gt ; please let me=3D20<BR>&gt;  =

know.&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; &gt;Can you e-mail me an mp3=20
=3D<BR>&gt;file of=3D20<BR>&gt;  any song or songs that =
it's&lt;BR&gt;&gt;=20
&gt;doing this on? If so, =3D<BR>&gt;send it=3D20<BR>&gt;  to: =
neil DOT=20
henderson AT&lt;BR&gt;&gt; =3D<BR>&gt;&gt;sbcglobal =
DOT=3D20<BR>&gt;  net I'd=20
be curious as to what it sounds=3D20<BR>&gt; =20
like.&lt;BR&gt;&gt;&lt;BR&gt;&gt; will Do&lt;BR&gt;&gt; =
&gt;&lt;BR&gt;&gt;=20
=3D20<BR>&gt;  &gt;Neil&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; =
&gt;&lt;BR&gt;&gt;=20
&gt;"Rod =3D<BR>&gt;Lincoln"=3D20<BR>&gt;  =
&lt;&lt;A=3D20<BR>&gt; =20
=3D<BR>&gt;href=3D3D"<A=20
=
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
mp;g'>mailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/=
A&gt;&amp;g</A>=3D<BR>&gt;t;=3D20<BR>&gt; =20
wrote:&lt;BR&gt;&gt; &gt;&gt;&lt;BR&gt;&gt; &gt;&gt;OK..I got=20

=3D<BR>&gt;everything=3D20<BR>&gt;  hooked backk up and sure =
enough, the=20
  crackle =3D<BR> &gt;is&lt;BR&gt;=3D3D&lt;BR&gt;&gt;b ack&lt;BR&gt;&gt;=20
  =3D20<BR>&gt;  &gt;&gt;on bounce to disk...in the left channel =
only, same=20
  as always. =3D<BR>&gt;I=3D20<BR>&gt;  =3D3D&lt;BR&gt;&gt;tried=20
  panning&lt;BR&gt;&gt; &gt;&gt;everything oppisite,=20
  =3D<BR>&gt;crackle,=3D20<BR>&gt;  tried lowering levels,=20
  crackle.&lt;BR&gt;&gt; &gt;&gt;When I took all =
=3D<BR>&gt;the=3D20<BR>&gt; =20
  tracks off the submixes except for the drums=3D20<BR>&gt; =20
   on&lt;BR&gt;=3D3D&lt;BR&gt;&gt;submix&am p;lt;BR&gt;&gt; &gt;&gt;1, there =
were NO=20
  =3D<BR>&gt;crackles. There=3D20<BR>&gt;  were also NO crackles =
when=20
   bouncing&lt;BR&gt;=3D3D&lt;BR&gt;&gt;aud io&lt;BR&gt;&gt; =
=3D20<BR>&gt; =20
  &gt;&gt;from any submix by itself.=3D3D20&lt;BR&gt;&gt; &gt;&gt;This =
is=20
  =3D<BR>&gt;a 24 bit=3D20<BR>&gt;  mix with 24 bit tracks, so I =
tried (advice=20
  from =3D<BR> &gt;=3D3D&lt;BR&gt;&gt;Aaron)&lt;BR& gt;&gt; =
=3D20<BR>&gt; =20
  &gt;rendering&lt;BR&gt;&gt; &gt;&gt;some of the tracks to 16 bit. I=20
  =3D<BR>&gt;rendered=3D20<BR>&gt;  all the drums (15 tracks)=20
   =3D3D&lt;BR&gt;&gt;and&lt;BR&gt;&gt; 5&lt;BR&gt;&gt; =
=3D<BR>&gt;<BR>&gt; =20
  &gt;&gt;other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =

   =3D<BR>&gt;<BR>&gt;  =
 came&lt;BR&gt;=3D3D&lt;BR&gt;&gt;back&am p;lt;BR&gt;&gt;=20
  &gt;&gt;when bouncing the entire =3D<BR>&gt;mix.=3D20<BR>&gt;  =
That's where=20
  I'm at. I can always do  =3D3D&lt;BR&gt;&gt;the&lt;BR&gt;&gt; =
=3D20<BR>&gt; =20
  spdif&lt;BR&gt;&gt; &gt;&gt;bounce method...it's a real hassle because =

  =3D<BR>&gt;of the=3D20<BR>&gt;  way my moitoring=20
   =3D3D&lt;BR&gt;&gt;and&lt;BR&gt;&gt; work&lt;BR&gt;&gt;=20
  =3D<BR>&gt;&gt;&gt;flow=3D20<BR>&gt;  is, but it's doable, and =
seems to work,=20
  but I'd like to get =
=3D<BR>&gt;=3D3D&lt;BR&gt;&gt;this=3D20<BR >&gt; =20
  thing&lt;BR&gt;&gt; &gt;&gt;figured out.=3D3D20&lt;BR&gt;&gt;=20
  =3D<BR>&gt;&gt;&gt;I've had it=3D20<BR>&gt;  for today. Going to=20
  crash.&lt;BR&gt;&gt; &gt;&gt;Rod&lt;BR&gt;&gt; =3D20<BR>&gt;  =
&gt;&gt;"Rod=20
  Lincoln" &lt;&lt;A=3D20<BR>&gt;  =3D<BR>&gt;href=3D3D"<A=20

=
href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=
>mailto:rlincoln@nospamn.kc.rr.com"&gt;rlincoln@nospamn.kc.rr.com&lt;/A</=
A>&gt;=3D<BR>&gt;&gt;=3D20<BR>&gt; =20
  wrote:&lt;BR&gt;&gt; &gt;&gt;&gt;&lt;BR&gt;&gt; &gt;&gt;&gt;Well, I=20
=3D<BR>&gt;THOUGHT I=3D20<BR>&gt;  had my "bounce to disk" =
crackles whipped,=20
  but =3D3D&lt;BR&gt;&gt;they =3D<BR>&gt;came&lt;BR&gt;&gt; =
=3D20<BR>&gt; =20
  &gt;&gt;&gt;back. This time I re-patched and did a spdif bounce and=20
=3D<BR>&gt;that=3D20<BR>&gt; =20
  seemed&lt;BR&gt;=3D3D&lt;BR&gt;&gt;to&am p;lt;BR&gt;&gt; =
&gt;cure&lt;BR&gt;&gt;=20
=3D<BR>&gt;&gt;&gt;&gt;it. I=3D20<BR>&gt;  havn't tried it yet =
with bounce to=20
  disk to verify that the=3D20<BR>&gt; =20
  =3D3D&lt;BR&gt;&gt;crackling&lt;BR&gt;&a mp;gt; &gt;&gt;&gt;comes back, but =
I bet=20
=3D<BR>&gt;it will. I=3D20<BR>&gt;  wonder what could be causing=20
  this?&lt;BR&gt;=3D3D&lt;BR&gt;&gt;The&am p;lt;BR&gt;&gt; =
=3D20<BR>&gt; =20
  &gt;&gt;last&lt;BR&gt;&gt; &gt;&gt;&gt;time I did a fresh install of=20
=3D<BR>&gt;my system=3D20<BR>&gt;  (via ghost) and it seemed=20
=3D3D&lt;BR&gt;&gt;to get&lt;BR&gt;&gt; =3D<BR>&gt;&gt;&gt;&gt;rid of=20
  it,=3D20<BR>&gt;  for a while. I'm going to try a bounce to disk =
and see=20
  =3D3D&lt;BR&gt;&gt;if=3D20<BR>&gt;  the&lt;BR&gt;&gt; =
&gt;&gt;&gt;crackles=20
  return.&lt;BR&gt;&gt; =3D<BR>&gt;&gt;&gt;&gt;The=3D20<BR>&gt;  =
way my system=20
  is set up, because of space limitations, and=3D20<BR>&gt; =20
  the&lt;BR&gt;=3D3D&lt;BR&gt;&gt;fact&amp ;lt;BR&gt;&gt; =
&gt;&gt;that&lt;BR&gt;&gt;=20
  =3D<BR>&gt;&gt;&gt;&gt;I=3D20<BR>&gt;  have to have my drums =
basically in the=20
  mix position (facing the=3D20<BR>&gt;  =
=3D3D&lt;BR&gt;&gt;other&lt;BR&gt;&g t;=20
&gt;&gt;way)&lt;BR&gt;&gt; =3D<BR>&gt;&gt;&gt;&gt;makes it =
A=3D20<BR>&gt; =20
  FREAKIN PITA to crawl behind the gear and unplug =
the=3D20<BR>&gt; =20
  =3D3D&lt;BR&gt;&gt;spdif&lt;BR&gt;&g t; cable&lt;BR&gt;&gt; =
&gt;&gt;&gt;going=20
=3D<BR>&gt;to the=3D20<BR>&gt;  DAC-1 and re-patch a cable loop. =
I accidently=20
  =3D3D&lt;BR&gt;&gt;unplugged=3D20<BR>&gt;  =
something&lt;BR&gt;&gt;=20
  &gt;&gt;&gt;while doing it, and had to rip =3D<BR>&gt;abouat=20

half=3D20<BR>&gt;  the system out to find=20
 =3D3D&lt;BR&gt;&gt;it.&lt;BR&gt;&gt; =3D20<BR>&gt; =20
ERRRRRRRRRRRRRRRR!&lt;BR&gt;&gt; &gt;&gt;&gt;Rod&lt;BR&gt;&gt;=20
=3D20<BR>&gt;  &gt;&gt;&lt;BR&gt;&gt;=20
 &gt;&lt;BR&gt;&gt;&lt;BR&gt;&gt; &lt;BR&gt;&gt;&lt;BR&gt;&gt;I choose=20
=3D<BR>&gt;Polesoft=3D20<BR>&gt;  Lockspam to fight spam,=20
and=3D20<BR>&gt;  =
you?&lt;BR&gt;&gt;http://www.polesoft.com/refer.html=20
 =3D20<BR>&gt;  &lt;BR&gt;&gt;&lt;BR&gt;&gt;&lt; !DOCTYPE HTML =
PUBLIC=20
 "-//W3C//DTD HTML 4.0=3D20<BR>&gt; =20
 =
Transitional//EN" &gt;&lt;BR&gt;&gt;&lt;HTML&gt;&l t;HEAD&gt;&lt;BR&gt;&gt;=
&lt;META=3D20<BR>&gt; =20
 http-equiv=3D3D3DContent-Type =
content=3D3D3D"text/html;=3D20<BR>&gt; =20
 =3D3D&lt;BR&gt;&gt;charset=3D3D3Diso-8859-1"&gt;&lt;BR&gt;&gt;&lt;META =

 =3D<BR>&gt;content=3D3D3D"MSHTML=3D20<BR>&gt;  =
6.00.2800.1400"=3D20<BR>&gt; =20
 =
=3D<BR> &gt;name=3D3D3DGENERATOR&gt;&lt;BR&gt;&g t;&lt;STYLE&gt;&lt;/STYLE&=
gt;&lt;BR&gt;&gt;&lt;/HEA=3D<BR> &gt;D&gt;&lt;BR&gt;&gt;&lt;BODY=3D20 <BR>&=
gt; =20
 bgColor=3D3D3D#ffffff&gt;&lt;BR&gt;&gt;& lt;DIV&gt;&lt;FONT =
face=3D3D3DArial=20
 =3D<BR>&gt;size=3D3D3D2&gt;Hey=3D20<BR>&gt; =20
 Rod,&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR& gt;&gt;&lt;DIV&gt;&lt;FONT=20
 =3D<BR>&gt;face=3D3D3DArial=3D20<BR>&gt;  size=3D3D3D2&gt;Do the =
crackles repeat=20
 themselves in =3D3D&lt;BR&gt;&gt;exactly=3D20<BR>&gt; =20
 the=3D3D20&lt;BR&gt;&gt;same=20
 =
=3D<BR> &gt;places&lt;/FONT&gt;&lt;/DIV&gt;& lt;BR&gt;&gt;&lt;DIV&gt;&lt;FO=
NT=3D20<BR>&gt; =20
 face=3D3D3DArial size=3D3D3D2&gt;on play back? If not, I'd look=20
 at=3D20<BR>&gt;  =3D3D&lt;BR&gt;&gt;&lt;BR&gt;&gt;har dware. Do =
they=20
 show=3D20<BR>&gt; =20
 up&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt ;&gt;&lt;DIV&gt;&lt;FONT=20
 face=3D3D3DArial=3D20<BR>&gt;  size=3D3D3D2&gt;in the waveform or =
are they to=20
 low in =3D3D&lt;BR&gt;&gt;level?=3D20<BR>&gt; =20
 =
 =3D3D20&lt;BR&gt;&gt;&lt;/FONT&gt;&l t;/DIV&gt;&lt;BR&gt;&gt;&lt;DIV&gt;& amp;l=
t;FONT=20
 =3D<BR>&gt;face=3D3D3DArial=3D20<BR>&gt;  =
size=3D3D3D2&gt;&lt;/FONT&gt;=20

&lt;/DIV&gt;&lt;BR&gt;&gt;&lt;DIV&am p;gt;&lt;FONT=20
=3D<BR>&gt;face=3D3D3DArial=3D20<BR>&gt;  size=3D3D3D2&gt;If you =
suspect hardware=20
I'd think=3D20<BR>&gt; =20

=
CPU,&lt;BR&gt;=3D3D&lt;BR&gt;&gt;&lt ;/FONT&gt;&lt;FONT=3D3D20&lt;BR&gt;&g=
t;face=3D3D3DArial=20
=3D<BR>&gt;size=3D3D3D2&gt;fan=3D20<BR>&gt;  (make it cold!)=20
or&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt ;&gt;&lt;DIV&gt;&lt;FONT=20
=3D<BR>&gt;<BR>&gt;  face=3D3D3DArial size=3D3D3D2&gt;power =
supply. Not in that=20
=3D<BR>&gt;=3D3D&lt;BR&gt;&gt;order.=3D20<BR >&gt;  =
Start=3D20&lt;BR&gt;&gt;with=20
&lt;/FONT&gt;&lt;FONT face=3D3D3DArial=20
=3D<BR>&gt;size=3D3D3D2&gt;the=3D20<BR>&gt;  cheapest =
fixes=3D20<BR>&gt; =20

=
=3D3D&lt;BR&gt;&gt;first.&lt;/FONT&gt;&a mp;lt;/DIV&gt;&lt;BR&gt;&gt;&lt;DIV& g=
t;&lt;FONT=3D20<BR>&gt; =20
face=3D3D3DArial size=3D3D3D2&gt;Maybe you were right way back=20
with=3D20<BR>&gt;  =
the&lt;BR&gt;=3D3D&lt;BR&gt;&gt;bad=3D20 <BR>&gt; =20

=
=3D<BR> &gt;UAD=3D3D20&lt;BR&gt;&gt;assumption?& lt;/FONT&gt;&lt;/DIV&gt;&l=
t;BR&gt;&gt;&lt;DIV&gt;&amp;l=3D<BR>&gt;t;FONT=3D20 <BR>&gt; =20
face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt;=20

=
=3D<BR> &gt;&lt;/DIV&gt;&lt;BR&gt;&gt;&l t;DIV&gt;&lt;FONT=3D20 <BR>&gt;&nbs=
p;=20
face=3D3D3DArial size=3D3D3D2&gt;Still kickin' =
Paris=3D20<BR>&gt; =20

=
=3D3D&lt;BR&gt;&gt;around,&lt;/FONT&gt;& amp;lt;/DIV&gt;&lt;BR&gt;&gt;&lt;DIV&amp ;=
gt;&lt;FONT=20
=3D<BR>&gt;<BR>&gt;  face=3D3D3DArial=3D20<BR>&gt; =20

=
size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV&amp ;gt;&lt;BR&gt;&gt;&lt;DIV&gt;&lt;=
FONT=3D20<BR>&gt; =20
face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt;=3D20<BR>&gt; =20

=
=3D<BR> &gt;&lt;/DIV&gt;&lt;BR&gt;&gt;&l t;BLOCKQUOTE=3D3D20&lt;BR&gt;&gt;s=
tyle=3D3D3D"PADDING-RIGHT:=20
=3D<BR>&gt;0px;=3D20<BR>&gt;  PADDING-LEFT: 5px; MARGIN-LEFT: =
5px;=20
=3D3D&lt;BR&gt;&gt;BORDER-LEFT: #000000 =3D<BR>&gt;2px =
solid;=3D20<BR>&gt; =20
MARGIN-RIGHT: 0px"&gt;&lt;BR&gt;&gt; &lt;DIV&gt;"Rod =
Lincoln"=3D20<BR>&gt; =20

&lt;&lt;A=3D3D20&lt;BR&gt;&gt; =
=3D3D&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20<BR >&gt; =20
 =
=3D<BR>&gt;href=3D3D'mailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam=
..kc.rr.com&lt;/A&gt;&amp;a=3D<BR>&gt;mp;g'&gt;mailto:rlincoln@nospam.kc.r=
r.com"&gt;rlincoln@nospam.kc.rr.com&lt;/=3D<BR>&gt;A&gt;&amp;g&lt;/A&gt;=3D=
 3D&lt;BR&gt;&gt;t;=3D3D20&lt;BR&gt;& gt;=20
  =3D20<BR>&gt;  wrote in message &lt;A=3D3D20&lt;BR&gt;&gt;=20
  =3D3D&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20<BR >&gt; =20
  =
=3D<BR>&gt;href=3D3D'news:472e82a3$1@linux"&gt;news:472e82a3$1@linux&lt;/=
A&gt;...&lt;/DIV&gt;&lt;BR&gt;Neil=3D<BR >&gt;'&gt;news:472e82a3$1@linux"&=
gt;news:472e82a3$1@linux&lt;/A&gt;...&lt;/DIV&gt;=3D<BR>&gt;;&lt;BR&gt;Ne=
 il&lt;/A&gt;=3D3D&lt;BR&gt;&gt;,=3D3D20& amp;lt;BR&gt;&gt;=20
  =3D20<BR>&gt;  thanks for your response. see my answers=20
  interleaved=3D20<BR>&gt; =20
  =
 =3D3D&lt;BR&gt;&gt;below&lt;BR&gt;Rod&am p;lt;BR&gt; "Neil"=3D3D20&lt;BR&gt;&gt=
;=20
  =3D<BR>&gt;&lt;&lt;A=3D20<BR>&gt;  =
href=3D3D3D"&lt;A=3D20<BR>&gt; =20
  =
=3D<BR>&gt;href=3D3D'mailto:OIU@I.com"&gt;OIU@I.com&lt;/A'&gt;mailto:OIU@=
I.com"&gt;OIU@I.com&lt;=3D<BR>&gt;;/A&lt;/A&gt;&gt;&gt;=3D20 <BR>&gt;&nbsp=
;=20
   =3D3D&lt;BR&gt;&gt;wrote:&lt;BR&gt;& gt;&lt;BR&gt;&gt;This=20
  =3D<BR>&gt;is=3D3D20&lt;BR&gt;&gt; weird...=3D20<BR>&gt;  have =
you tried any of=20
  the  following:&lt;BR&gt;&gt;&lt;BR&gt;&g t;1.)=3D20 <BR>&gt; =20
  pan=3D3D20&lt;BR&gt;&gt; everything to center, and then see if it =
still=20
  =3D<BR>&gt;shows=3D20<BR>&gt;  up&lt;BR&gt;&gt;on the=20
  =3D3D&lt;BR&gt;&gt;left=3D3D20&lt;BR&gt; &gt; channel? or =3D<BR>&gt;is =

  the=3D20<BR>&gt;  crackling then =
centered?&lt;BR&gt;&lt;BR&gt;Everything=20
  Panned =3D<BR>&gt;=3D3D&lt;BR&gt;&gt;Ctr=3D20<BR >&gt;  =
still=3D3D20&lt;BR&gt;&gt;=20
   Crackles&lt;BR&gt;&gt;&lt;BR&gt;&gt; 2.) =3D<BR>&gt;removing =
ALL=3D20<BR>&gt; =20
  plugins &amp; EFX, and =
 =3D3D&lt;BR&gt;&gt;bouncing=3D3D20&lt;BR&amp ;gt;&gt;=20
  =3D<BR>&gt;dry/clean=3D20<BR>&gt;  like&lt;BR&gt;&gt;that, with =
everything=20
  panned as you normally =
=3D<BR>&gt;=3D3D&lt;BR&gt;&gt;would=3D20<BR >&gt; =20
  for=3D3D20&lt;BR&gt;&gt; this&lt;BR&gt;&gt;mix? This includes anything =

=3D<BR>&gt;inserted=3D20<BR>&gt;  across the=3D3D20&lt;BR&gt;&gt; =

2-buss.&lt;BR&gt;&lt;BR&gt;Bounce with =3D<BR>&gt;No =
FX=3D20<BR>&gt;  (Auxes,=20
both internal and external) =
=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;still=3D3D20&lt;B R&gt;&gt;=20
=3D20<BR>&gt;  Crackles&lt;BR&gt;&lt;BR&gt;Bounce with no =
plugs...this does=20
produce a =3D<BR>&gt;crackle=3D20<BR>&gt; =20
=3D3D&lt;BR&gt;&gt;free=3D3D20&lt;BR&gt; &gt; bounce. I tried =
this&lt;BR&gt;the=20
=3D<BR>&gt;first time it=3D20<BR>&gt;  happened a couple weeks=20
ago,&lt;BR&gt;=3D3D&lt;BR&gt;&gt;and=3D3 D20&lt;BR&gt;&gt; =
=3D<BR>&gt;thought I had=20
it=3D20<BR>&gt;  narrowed&lt;BR&gt;down to the UAD plugs. I =
re-ghosted=20
=3D3D&lt;BR&gt;&gt;to=3D20<BR>&gt;  a=3D3D20&lt;BR&gt;&gt; sys =
version that had=20
an earlier&lt;BR&gt;UAD =3D<BR>&gt;install (can't=3D20<BR>&gt;  =
remember the=20
=3D3D&lt;BR&gt;&gt;number, it=3D3D20&lt;BR&gt;&gt; had the Helios, =
=3D<BR>&gt;but=20
not the=3D20<BR>&gt;  Neve&lt;BR&gt;88)and the crackles went =
away,=20
=3D<BR> &gt;so&lt;BR&gt;=3D3D&lt;BR&gt;&gt;I =3D3D20&lt;BR&gt;&gt; =
=3D20<BR>&gt; =20
thought it was a software rev that Paris&lt;BR&gt;didn't like, but=20
=3D<BR>&gt;just to=3D20<BR>&gt;  =3D3D&lt;BR&gt;&gt;be sure=20
I=3D3D20&lt;BR&gt;&gt; reloaded the new version of =3D<BR>&gt;the=20
UAD=3D20<BR>&gt;  software&lt;BR&gt;(the one with the=20
Neve&lt;BR&gt;=3D3D&lt;BR&gt;&gt;&lt ;BR&gt;&gt; =3D<BR>&gt;88) and=20
it=3D20<BR>&gt;  still didn't crackle. At that point =
I&lt;BR&gt;thought it=20
=3D<BR>&gt;=3D3D&lt;BR&gt;&gt;might=3D20<BR >&gt;  =
be=3D3D20&lt;BR&gt;&gt;=20
something else altogether and since I am in the=3D20<BR>&gt; =20
middle&lt;BR&gt;of a=20
mixing&lt;BR&gt;=3D3D&lt;BR&gt;&gt;proje ct=3D3D20&lt;BR&gt;&gt; =
=3D<BR>&gt;that=20
I'm=3D20<BR>&gt;  using the Neve 88 plug on a lot (love what=20
it&lt;BR&gt;does) I=3D20<BR>&gt; =20
just&lt;BR&gt;=3D3D&lt;BR&gt;&gt;went=3D 3D20&lt;BR&gt;&gt; for it, =
listening=20
closely =3D<BR>&gt;to bounces. I=3D20<BR>&gt;  actually did=20
2&lt;BR&gt;bounces of =3D3D&lt;BR&gt;&gt;every =
=3D<BR>&gt;mix=3D3D20&lt;BR&gt;&gt;=20
and=3D20<BR>&gt;  listened back to both at the same time, out of=20
phase&lt;BR&gt;with=3D20<BR>&gt; =20

each&lt;BR&gt;=3D3D&lt;BR&gt;&gt;other,= 3D3D20&lt;BR&gt;&gt; to hear =
the=20
   difference, =3D<BR>&gt;since the=3D20<BR>&gt;  crackles appeared =
to=20
   =
=3D<BR> &gt;be&lt;BR&gt;random.)&lt;BR&gt;=3D3D& amp;lt;BR&gt;&gt;There=3D3D20&=
lt;BR&gt;&gt;=20
   =3D20<BR>&gt;  were maybe 1 or 2 crackles per song on a couple =
songs,=20
   and&lt;BR&gt;no =3D<BR>&gt;<BR>&gt;  =3D3D&lt;BR&gt;&gt;crackles=20
   on=3D3D20&lt;BR&gt;&gt; the other 3 (that I've done =3D<BR>&gt;so =
far).=20
   I'm=3D20<BR>&gt;  wondering now if&lt;BR&gt;it is a =
=3D3D&lt;BR&gt;&gt;UAD=20
   =3D<BR>&gt;rev=3D3D20&lt;BR&gt;&gt; problem=3D20<BR>&gt;  that =
only shows up=20
   after some wear and tear on the&lt;BR&gt;sys.=3D20<BR>&gt; =20
   I'm&lt;BR&gt;=3D3D&lt;BR&gt;&gt;going=3D 3D20&lt;BR&gt;&gt; to re-ghost =
and re-load=20
   the =3D<BR>&gt;<BR>&gt;  &lt;BR&gt;UAD software (Neve 88 ver) =
tommorrow=20
   =3D3D&lt;BR&gt;&gt;and=3D20<BR>&gt;  see=3D3D20&lt;BR&gt;&gt; =
what=20
   happens.&lt;BR&gt;Just to reiterate...when =3D<BR>&gt;I did =
a=3D20<BR>&gt; =20
   spdif bounce, even =3D3D&lt;BR&gt;&gt;with my=3D3D20&lt;BR&gt;&gt; =
system as=20
   =3D<BR>&gt;it&lt;BR&gt;is=3D20<BR>&gt;  tonight, there are no =
crackles.=20
   That's wierd.=3D20<BR>&gt; =20
   Also&lt;BR&gt;=3D3D&lt;BR&gt;&gt;the=3D3 D20&lt;BR&gt;&gt; crackles=20
   never&lt;BR&gt;show =3D<BR>&gt;till=3D20<BR>&gt;  listening to =
the=20
   bounced=3D20<BR>&gt; =20
   =
 =3D3D&lt;BR&gt;&gt;file.&lt;BR&gt;&g t;&lt;BR&gt;&gt;3.)=3D3D20&lt;BR&gt;&amp ;=
gt; can=20
   =3D<BR>&gt;you=3D20<BR>&gt;  determine where the crackle rears =
it's ugly=20
   head?&lt;BR&gt;&gt;IOW,=3D20<BR>&gt;  =3D3D&lt;BR&gt;&gt;is=20
   it=3D3D20&lt;BR&gt;&gt; constant, more or less, or is it=20
   =3D<BR>&gt;intermittent?=3D20<BR>&gt;  If&lt;BR&gt;&gt;it's=20
   =3D3D&lt;BR&gt;&gt;intermittent,=3D3D20&lt;B R&gt;&gt; does =
=3D<BR>&gt;it seem=20
   to=3D20<BR>&gt;  coincide with any =
particular&lt;BR&gt;&gt;instrument or=20
   =3D<BR>&gt;=3D3D&lt;BR&gt;&gt;track?=3D20<BR >&gt;  =
For=3D3D20&lt;BR&gt;&gt;=20

example, could it be a =3D<BR>&gt;particular&lt;BR&gt;&gt;plugin=20
 on=3D20<BR>&gt;   the - let's say -=20
 =3D3D&lt;BR&gt;&gt;cowbell=3D3D20&lt;BR& gt;&gt; track, which=20
 =3D<BR>&gt;occurs=3D20<BR>&gt;   though&lt;BR&gt;&gt;most of the =
song, but not=20
 on =3D<BR>&gt;the=3D3D20&lt;BR&gt;&gt; =3D20<BR>&gt;  =
(confounded)=20
 bridge?&lt;BR&gt;&lt;BR&gt;totally random...not in anyway=20
 =3D<BR>&gt;<BR>&gt;   associated&lt;BR&gt;=3D3D&lt;BR&gt;&gt;w ith=20
 a=3D3D20&lt;BR&gt;&gt; particular =
 =3D<BR>&gt;instrument.=3D20<BR>&gt; =20
 Fairly&lt;BR&gt;study though, like a bowl of rice=3D3D20&lt;BR&gt;&gt; =

 =3D20<BR>&gt;   crispies.&lt;BR&gt;&gt;&lt;BR&gt;&gt ;4.) =
mute/disconnect the=20
 right =3D<BR>&gt;channel=3D20<BR>&gt;  when=20
 =3D3D&lt;BR&gt;&gt;listening=3D3D20&lt;BR&am p;gt;&gt; back=20
 to&lt;BR&gt;&gt;the=3D20<BR>&gt;  crackle-infested bounce to see =
if there's=20
 any =3D3D&lt;BR&gt;&gt;pattern=3D20<BR>&gt;  =
that=3D3D20&lt;BR&gt;&gt;=20
 &lt;BR&gt;&gt;might apply to (3)=3D20<BR>&gt; =20
 above?&lt;BR&gt;&lt;BR&gt;none&lt;BR&amp ;gt;&gt;&lt;BR&gt;&gt;5.)=20
 Is=3D20<BR>&gt;   =3D3D&lt;BR&gt;&gt;the=3D3D20&lt;BR&gt;& amp;gt; =
crackle happening=20
 on ALL systems? =3D<BR>&gt;IOW, have=3D20<BR>&gt;  =
you&lt;BR&gt;&gt;burned a=20
 CD of  =3D3D&lt;BR&gt;&gt;the=3D3D20&lt;BR&gt;& amp;gt; =3D<BR>&gt;bounced=20
 tracks=3D20<BR>&gt;  &amp; played it back on a =
home&lt;BR&gt;&gt;stereo, in=20
 your =3D<BR>&gt;=3D3D&lt;BR&gt;&gt;car,=3D20<BR >&gt;  =
on=3D3D20&lt;BR&gt;&gt;=20
 headphones, etc? Is it possible =3D<BR>&gt;that&lt;BR&gt;&gt;for=20
 some=3D20<BR>&gt;  odd reason the =3D3D&lt;BR&gt;&gt;crackle=20
 is=3D3D20&lt;BR&gt;&gt; due to =3D<BR>&gt;something =
in=3D20<BR>&gt; =20
 your&lt;BR&gt;&gt;monitoring setup that isn't showing =
up=3D20<BR>&gt; =20
 =3D3D&lt;BR&gt;&gt;on=3D3D20&lt;BR&gt;&a mp;gt; regular playback,=20
 =3D<BR>&gt;but&lt;BR&gt;&gt;might be=3D20<BR>&gt;  showing up on =
a rendered=20
 =3D<BR> &gt;=3D3D&lt;BR&gt;&gt;file?&lt;BR&g t;This=3D3D20&lt;BR&gt;&gt; =

 first=3D20<BR>&gt;  came to my attention after I burned a CD of =
test mixes=20
 for=3D20<BR>&gt;  =
 =3D3D&lt;BR&gt;&gt;the&lt;BR&gt;client=3 D3D20&lt;BR&gt;&gt;=20
 and he called me =3D<BR>&gt;after he got=3D20<BR>&gt;  home and =

listened on=20
 his system  =3D3D&lt;BR&gt;&gt;(this&lt;BR&gt;was=3D 20 <BR>&gt; =20
 an=3D3D20&lt;BR&gt;&gt; audio CD)so I would say it happens on all=20
 =3D<BR>&gt;systems...but I=3D20<BR>&gt;  =
havn't=3D3D20&lt;BR&gt;&gt;=20
 burnt&lt;BR&gt;another CD yet.&lt;BR&gt;It =3D<BR>&gt;does=20
 happen=3D20<BR>&gt;  on my NS 10's as well as=20
  my&lt;BR&gt;=3D3D&lt;BR&gt;&gt;&lt;B R&gt;&gt; Mackie 824's. =
=3D<BR>&gt;The=20
 824's=3D20<BR>&gt;  are hooked&lt;BR&gt;up thru the spdif out of=20
 =3D3D&lt;BR&gt;&gt;the =3D<BR>&gt;mec=3D3D20&lt;BR&gt;&gt; =
=3D20<BR>&gt;  to a=20
 DAC-1 to a PVC passive volume control.&lt;BR&gt;The NS 10's=20
 are=3D20<BR>&gt;   hooked&lt;BR&gt;=3D3D&lt;BR&gt;&gt;up=20
 thru=3D3D20&lt;BR&gt;&gt; 2 analogue outs from =3D<BR>&gt;the Mec=20
 into=3D20<BR>&gt;  a GFA power&lt;BR&gt;amp. Crackles=20
 exisist&lt;BR&gt;=3D3D&lt;BR&gt;&gt;on =
=3D<BR>&gt;the=3D3D20&lt;BR&gt;&gt;=20
 =3D20<BR>&gt;  left channel on both sets of=20
  speakers.&lt;BR&gt;&gt;&lt;BR&gt;&gt ;6.) =
=3D<BR>&gt;What=3D20<BR>&gt; =20
 happens  =3D3D&lt;BR&gt;&gt;when=3D3D20&lt;BR&gt; &gt; you open up an =
older=20
 =3D<BR>&gt;project that=3D20<BR>&gt;  you&lt;BR&gt;&gt;DIDN'T =
have this=20
 problem =3D<BR> &gt;=3D3D&lt;BR&gt;&gt;on...?=3D3D20&lt; BR&gt;&gt;=20
 If=3D20<BR>&gt;  you do a bounce with that,&lt;BR&gt;&gt;does it =
sound as=20
 it did =3D<BR>&gt;before,=3D20<BR>&gt;  =3D3D&lt;BR&gt;&gt;or=20
 does=3D3D20&lt;BR&gt;&gt; it now have =
=3D<BR>&gt;the&lt;BR&gt;&gt;crackles=20
 in=3D20<BR>&gt;  it?&lt;BR&gt;&lt;BR&gt;Not nearly as bad...No=20
 =3D<BR> &gt;=3D3D&lt;BR&gt;&gt;study=3D3D20&lt;B R&gt;&gt; =
=3D20<BR>&gt;  diet of=20
 rice crispies, but there were a couple&lt;BR&gt;of =
crackles=3D20<BR>&gt; =20
  (random,&lt;BR&gt;=3D3D&lt;BR&gt;&gt;I=3 D3D20&lt;BR&gt;&gt; bounced =
twice and=20
 listend =3D<BR>&gt;to both=3D20<BR>&gt;  mixes out of =
phase,&lt;BR&gt;set=20
 markers =3D3D&lt;BR&gt;&gt;at =3D<BR>&gt;the=3D3D20&lt;BR&gt;&gt; =
=3D20<BR>&gt; =20
 crackles, and verified by listening one at a time)=20
 This&lt;BR&gt;also=3D20<BR>&gt;  =
leads&lt;BR&gt;=3D3D&lt;BR&gt;&gt;me=20
 to=3D3D20&lt;BR&gt;&gt; believe it's some sort of =
=3D<BR>&gt;ppj=3D20<BR>&gt; =20
 corruption brought on by the&lt;BR&gt;UAD=20

=3D3D&lt;BR&gt;&gt;stuff,=3D20<BR>&gt;  only=3D3D20&lt;BR&gt;&gt; =
it happens=20
  over time, but I haven't been able =3D<BR>&gt;to=3D20<BR>&gt; =20
  verify=3D3D20&lt;BR&gt;&gt;=20
  =3D<BR> &gt;this&lt;BR&gt;yet.&lt;BR&gt;&gt; &lt;BR&gt;&gt;7.)=20
  Have=3D20<BR>&gt;  you tried physically swapping =
=3D3D&lt;BR&gt;&gt;your=20
  left=3D3D20&lt;BR&gt;&gt; =3D<BR>&gt;speaker=3D20<BR>&gt; =20
  with&lt;BR&gt;&gt;your right speaker?&lt;BR&gt;swapping speakers=20
  make=3D20<BR>&gt;  no=3D3D20&lt;BR&gt;&gt; difference, swapping =
the cables=20
  leading to=3D20<BR>&gt;  the&lt;BR&gt;speakers makes it=20
  =3D3D&lt;BR&gt;&gt;happen in=3D3D20&lt;BR&gt;&gt; =3D<BR>&gt;the=20
  right=3D20<BR>&gt;   speaker.&lt;BR&gt;&gt;&lt;BR&gt;&gt; Just =
trying to=20
  think of things to=3D20<BR>&gt;  =3D3D&lt;BR&gt;&gt;try=20
  &amp;=3D3D20&lt;BR&gt;&gt; narrow it down =
=3D<BR>&gt;by&lt;BR&gt;&gt;process=20
  of=3D20<BR>&gt;  elimination.&lt;BR&gt;&lt;BR&gt;I appreciate=20
  =3D<BR> &gt;=3D3D&lt;BR&gt;&gt;your=3D3D20&lt;BR &gt;&gt; =
=3D20<BR>&gt;  thought=20
  process. If this makes a light go off for you,&lt;BR&gt;please=20
  =3D<BR>&gt;let=3D20<BR>&gt;  =
 =3D3D&lt;BR&gt;&gt;me=3D3D20&lt;BR&gt;&a mp;gt;=20
   know.&lt;BR&gt;&gt;&lt;BR&gt;&gt;Can =3D<BR>&gt;you =
e-mail=3D20<BR>&gt;  me=20
  an mp3 file of any song or =3D3D&lt;BR&gt;&gt;songs =
that=3D3D20&lt;BR&gt;&gt;=20
  =3D<BR>&gt;<BR>&gt;  it's&lt;BR&gt;&gt;doing this on? If so, send =
it to:=20
  neil=3D20<BR>&gt;   =3D3D&lt;BR&gt;&gt;DOT=3D3D20&lt;BR&gt;& amp;gt; =
henderson=20
  AT&lt;BR&gt;&gt;sbcglobal =3D<BR>&gt;DOT net I'd=3D20<BR>&gt;  be =
curious as=20
  to =3D3D&lt;BR&gt;&gt;what it=3D3D20&lt;BR&gt;&gt; =
sounds=3D20<BR>&gt; =20
  like.&lt;BR&gt;&lt;BR&gt;will=3D20<BR>&gt; =20
  =
=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;Do&lt;BR&gt;& amp;gt;&lt;BR&gt;&gt;Neil&lt;BR&gt=
;&gt;&lt;BR&gt;&gt;=3D<BR>&gt;&lt;BR&gt;&gt; "Rod=3D3D20&lt;BR&gt;&gt;=20
  =3D20<BR>&gt;  Lincoln" &lt;&lt;A=3D3D20&lt;BR&gt;&gt;=20
  =3D3D&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20<BR >&gt; =20
  =
=3D<BR>&gt;href=3D3D'mailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam=
..kc.rr.com&lt;/A&gt;&amp;a=3D<BR>&gt;mp;g'&gt;mailto:rlincoln@nospam.kc.r=
r.com"&gt;rlincoln@nospam.kc.rr.com&lt;/=3D<BR>&gt;A&gt;&amp;g&lt;/A&gt;=3D=
 3D&lt;BR&gt;&gt;t;=3D3D20&lt;BR&gt;& gt;=20
  =3D20<BR>&gt;   wrote:&lt;BR&gt;&gt;&gt;&lt;BR&gt;&a mp;gt;&gt;OK..I =

got=20
  everything hooked =3D<BR>&gt;backk up=3D20<BR>&gt;  and=20
   =3D3D&lt;BR&gt;&gt;sure=3D3D20&lt;BR&gt; &gt; enough, the crackle=20
  is=3D20<BR>&gt;  back&lt;BR&gt;&gt;&gt;on bounce to disk...in the =

  left=3D20<BR>&gt;  =
 =3D3D&lt;BR&gt;&gt;channel=3D3D20&lt;BR& gt;&gt; only, same=20
  as always. I tried=3D20<BR>&gt;  =
panning&lt;BR&gt;&gt;&gt;everything=20
  oppisite,=3D20<BR>&gt;  =
 =3D3D&lt;BR&gt;&gt;crackle,=3D3D20&lt;BR&amp ;gt;&gt; tried=20
  lowering levels,=3D20<BR>&gt;  crackle.&lt;BR&gt;&gt;&gt;When I =
took all=20
  the tracks =3D3D&lt;BR&gt;&gt;off=3D20<BR>&gt;  =
the=3D3D20&lt;BR&gt;&gt;=20
  submixes except for the drums on=3D20<BR>&gt;  =
submix&lt;BR&gt;&gt;&gt;1,=20
  there were NO =
=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;crackles.=3D3D20& lt;BR&gt;&gt;=20
  =3D20<BR>&gt;  There were also NO crackles when bouncing=20
  audio&lt;BR&gt;&gt;&gt;from =3D<BR>&gt;any=3D20<BR>&gt; =20
  =3D3D&lt;BR&gt;&gt;submix by=3D3D20&lt;BR&gt;&gt; itself. =
&lt;BR&gt;&gt;&gt;This=20
  =3D<BR>&gt;is a 24 bit=3D20<BR>&gt;  mix with 24 bit tracks, so I =

   =3D3D&lt;BR&gt;&gt;tried=3D3D20&lt;BR&gt ;&gt; =3D<BR>&gt;(advice=20
  from=3D20<BR>&gt;  =
 Aaron)&lt;BR&gt;&gt;rendering&lt;BR&gt;& amp;gt;&gt;some of=20
  the tracks to=3D20<BR>&gt;  =3D3D&lt;BR&gt;&gt;16 =
bit.=3D3D20&lt;BR&gt;&gt; I=20
  rendered all the drums (15 =3D<BR>&gt;tracks)=3D20<BR>&gt; =20
  and&lt;BR&gt;5&lt;BR&gt;&gt;&gt;othe r tracks =3D3D&lt;BR&gt;&gt;to=20
  =3D<BR>&gt;16=3D3D20&lt;BR&gt;&gt; =3D20<BR>&gt;  bit, leaving 10 =
tracks at 24=20
  bit...Crackles came =
=3D<BR>&gt;back&lt;BR&gt;&gt;&gt;when=3D20 <BR>&gt; =20
   =3D3D&lt;BR&gt;&gt;bouncing=3D3D20&lt;BR&amp ;gt;&gt; the entire mix. =
That's where=20
  =3D<BR>&gt;I'm at. I can=3D20<BR>&gt;  always =
do=3D3D20&lt;BR&gt;&gt;=20
   =
=3D<BR> &gt;the&lt;BR&gt;spdif&lt;BR&gt;&gt; &gt;bounce=3D20 <BR>&gt;  =

  method...it's a real hassle because of =3D3D&lt;BR&gt;&gt;the=20
  =3D<BR>&gt;way=3D3D20&lt;BR&gt;&gt; my=3D20<BR>&gt;  moitoring=20
   and&lt;BR&gt;work&lt;BR&gt;&gt;&gt;f low is, but it's doable,=20
  =3D<BR>&gt;and=3D20<BR>&gt;  =3D3D&lt;BR&gt;&gt;seems =
to=3D3D20&lt;BR&gt;&gt;=20

work, but I'd like to get this=3D20<BR>&gt;  =
thing&lt;BR&gt;&gt;&gt;figured=20
out.=3D20<BR>&gt; =20
=3D3D&lt;BR&gt;&gt;&lt;BR&gt;&gt;&am p;gt;I've=3D3D20&lt;BR&gt;&gt; had it =
for today.=20
=3D<BR>&gt;Going to=3D20<BR>&gt; =20
crash.&lt;BR&gt;&gt;&gt;Rod&lt;BR&gt ;&gt;&gt; "Rod=3D20<BR>&gt; =20
=3D3D&lt;BR&gt;&gt;Lincoln"=3D3D20&lt;BR&gt;&gt; =
&lt;&lt;A=3D3D20&lt;BR&gt;&gt;=20
=3D20<BR>&gt;  =
=3D3D&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20<BR >&gt; =20
=
=3D<BR>&gt;href=3D3D'mailto:rlincoln@nospamn.kc.rr.com"&gt;rlincoln@nospa=
mn.kc.rr.com&lt;/A'=3D<BR>&gt;&gt;mailto:rlincoln@nospamn.kc.rr.com"&gt;r=
lincoln@nospamn.kc.rr.com&lt;/A&lt;/=3D<BR>&gt;A&gt;&gt;=3D3D&lt;BR&gt;&g=
t;&gt;=3D3D20&lt;BR&gt;&gt;=20
=3D20<BR>&gt;  =
wrote:&lt;BR&gt;&gt;&gt;&gt;&lt;BR&a mp;gt;&gt;&gt;&gt;Well, I=20
THOUGHT I =3D<BR>&gt;had my=3D20<BR>&gt;  "bounce=20
=3D3D&lt;BR&gt;&gt;to=3D3D20&lt;BR&gt;&a mp;gt; disk" crackles whipped, but =

=3D<BR>&gt;they=3D20<BR>&gt;  came&lt;BR&gt;&gt;&gt;&gt;back. =
This time I=20
=3D3D&lt;BR&gt;&gt;&lt;BR&gt;&gt; =
=3D<BR>&gt;re-patched=3D20<BR>&gt;  and did a=20
spdif bounce and that seemed=3D3D20&lt;BR&gt;&gt; =3D20<BR>&gt; =20
to&lt;BR&gt;&gt;cure&lt;BR&gt;&gt;&a mp;gt;&gt;it. I havn't tried it yet=20
=3D<BR>&gt;with=3D20<BR>&gt;  bounce to =3D3D&lt;BR&gt;&gt;disk=20
to=3D3D20&lt;BR&gt;&gt; verify that the=3D20<BR>&gt; =20
crackling&lt;BR&gt;&gt;&gt;&gt;comes back, but I bet it=20
=3D<BR>&gt;=3D3D&lt;BR&gt;&gt;will.=3D20<BR >&gt;  =
I=3D3D20&lt;BR&gt;&gt; wonder=20
what could be causing this?=3D20<BR>&gt; =20
=
=3D3D&lt;BR&gt;&gt;The&lt;BR&gt;&gt; &gt;last&lt;BR&gt;&gt;&gt;&gt;time=3 D=
20<BR>&gt; =20
I=3D3D20&lt;BR&gt;&gt; did a fresh install of my system (via ghost) =
and=20
=3D<BR>&gt;it seemed=3D20<BR>&gt;  to=3D3D20&lt;BR&gt;&gt;=20
get&lt;BR&gt;&gt;&gt;&gt;rid of it, for a while. =3D<BR>&gt;I'm=20
going=3D20<BR>&gt;  to try a bounce =3D3D&lt;BR&gt;&gt;to=20
disk=3D3D20&lt;BR&gt;&gt; and see if=3D20<BR>&gt; =20
the&lt;BR&gt;&gt;&gt;&gt;crackles return.&lt;BR&gt;&gt;&gt;&gt;The way =

=3D<BR>&gt;<BR>&gt;   =3D3D&lt;BR&gt;&gt;my=3D3D20&lt;BR&gt;&a mp;gt; =
system is set=20
up, because of space =3D<BR>&gt;limitations,=3D20<BR>&gt;  and=20
the=3D3D20&lt;BR&gt;&gt;=20

---

=
=3D<BR> &gt;fact&lt;BR&gt;&gt;&gt;that&lt;BR &gt;&gt;&gt;&gt;I=3D20 <BR>&gt;=
 =20
  have to have my drums basically =3D3D&lt;BR&gt;&gt;in =
the=3D3D20&lt;BR&gt;&gt;=20
  =3D<BR>&gt;mix position=3D20<BR>&gt;  (facing the=20
   other&lt;BR&gt;&gt;&gt;way)&lt;BR&gt ;&gt;&gt;&gt;makes =
it=3D20<BR>&gt; =20
   =3D3D&lt;BR&gt;&gt;A=3D3D20&lt;BR&gt;&am p;gt; FREAKIN PITA to crawl behind =
the gear=20
  =3D<BR>&gt;and unplug=3D20<BR>&gt;  the=3D3D20&lt;BR&gt;&gt;=20
   spdif&lt;BR&gt;cable&lt;BR&gt;&gt;&g t;&gt;going =3D<BR>&gt;to=20
  the=3D20<BR>&gt;  DAC-1 and re-patch a cable =
=3D3D&lt;BR&gt;&gt;loop.=20
  I=3D3D20&lt;BR&gt;&gt; =3D<BR>&gt;accidently=3D20<BR>&gt;  =
unplugged=20
  something&lt;BR&gt;&gt;&gt;&gt;while doing it, and had=20
  =3D<BR>&gt;=3D3D&lt;BR&gt;&gt;to=3D20<BR>&gt;  =
rip=3D3D20&lt;BR&gt;&gt; abouat=20
  half the system out to =3D<BR>&gt;find=3D3D20&lt;BR&gt;&gt; =
=3D20<BR>&gt; =20
  =
=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;it.&lt;BR&gt; ERRRRRRRRRRRRRRRR!&lt;BR&gt;&g=
t;&gt;&gt;Rod&lt;BR=3D<BR> &gt;&gt;&gt;&gt;&lt;BR&gt;&gt;&a mp;lt;BR&gt;&lt;/BL=
 O=3D3D&lt;BR&gt;&gt;CKQUOTE&gt;&lt;BR&am p;gt;&gt;=3D <BR>&gt;;&lt;DIV&gt;&lt;F=
ONT=3D20<BR>&gt; =20
  size=3D3D3D2&gt;&lt;BR&gt;&lt;BR&gt;I choose Polesoft Lockspam to =
fight=20
  =3D<BR>&gt;spam,=3D20<BR>&gt; =20
  =
=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;and=3D3D20&lt;BR& amp;gt;&gt;you?&lt;BR&gt;&lt;A=
=3D3D20&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20 <BR>&gt; =20
  =
=3D<BR>&gt;href=3D3D'http://www.polesoft.com/refer.html"&gt;http://www.po=
lesoft.com/refer=3D<BR>&gt;'&gt;http://www.polesoft.com/refer.html"&gt;ht=
tp://www.polesoft.com/refer&lt;/A=3D<BR>&gt;&gt;=3D3D&lt;BR&gt;&gt;.html&=
lt;/A&gt;=3D20<BR>&gt; =20
  =
=3D<BR> &gt;&lt;/FONT&gt;&lt;/DIV&gt;&lt;/BO DY&gt;&lt;/HTML&gt;&lt;BR&gt;&=
gt;&lt;BR&gt;&gt;&lt;BR&gt;&lt;/=3D<BR >&gt;BLOCKQUOTE&gt;&lt;/BODY&gt;&lt=
;/HTML&gt;<BR>&gt;<BR>&gt;<BR></BLOCKQUOTE ></BODY></HTML>

------=_NextPart_000_003F_01C81F9F.29678390--

Tom, I've already done that. It's not that. It's definiatly something that
only shows up on the bounced to disk file. Also it's totally random and not
at all related to any single audio event.
Rod
"Tom Bruhl" <arpegio@comcast.net> wrote:
>
>
>Okay Rod,
>How about one track with the UAD plugs
>that has a few rough spots that are amplified
>by the plugin set?
>
>Mute one track at a time to find it.  PITA for sure.
>???
>Tom
> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
>news:472f2455$1@linux...
>
> I agree with you, except that when I play back an old project that =
>didn't
> have the problem, it doesn't crackl, even with more tracks and the =
>same plugs
> as the ppj's that crackle.=20
> Rod
> "Tom Bruhl" <arpegio@comcast.net> wrote:
> >
> >
> >Hey Rod,
> >Do the crackles repeat themselves in exactly the same places
> >on play back?  If not, I'd look at hardware.  Do they show up
> >in the waveform or are they to low in level? =3D20
> >
> >If you suspect hardware I'd think CPU, fan (make it cold!) or
> >power supply.  Not in that order.  Start with the cheapest fixes =
>first.
> >Maybe you were right way back with the bad UAD assumption?
> >
> >Still kickin' Paris around,
> >Tom
> >
> > "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
> >news:472e82a3$1@linux...
> >
> > Neil, thanks for your response. see my answers interleaved below
> > Rod
> > "Neil" <OIU@I.com> wrote:
> > >

> > >This is weird... have you tried any of the following:
> > >
> > >1.) pan everything to center, and then see if it still shows up
> > >on the left channel? or is the crackling then centered?
> >
> > Everything Panned Ctr still Crackles
> > >
> > >2.) removing ALL plugins & EFX, and bouncing dry/clean like
> > >that, with everything panned as you normally would for this
> > >mix? This includes anything inserted across the 2-buss.
> >
> > Bounce with No FX (Auxes, both internal and external) still =
>Crackles
> >
> > Bounce with no plugs...this does produce a crackle free bounce. I =
>=3D
> >tried this
> > the first time it happened a couple weeks ago, and thought I had it
=
> =3D
> >narrowed
> > down to the UAD plugs. I re-ghosted to a sys version that had an =
>=3D
> >earlier
> > UAD install (can't remember the number, it had the Helios, but not
=
>the
> =3D
> >Neve
> > 88)and the crackles went away, so I thought it was a software rev =
>that
> =3D
> >Paris
> > didn't like, but just to be sure I reloaded the new version of the
=
>UAD
> =3D
> >software
> > (the one with the Neve 88)  and it still didn't crackle. At that =
>point
> =3D
> >I
> > thought it might be something else altogether and since I am in the
=
>=3D
> >middle
> > of a mixing project that I'm using the Neve 88 plug on a lot (love
=

>=3D
> >what it
> > does) I just went for it, listening closely to bounces. I actually
=
>did
> =3D
> >2
> > bounces of every mix and listened back to both at the same time, =
>out =3D
> >of phase
> > with each other, to hear the difference, since the crackles =
>appeared =3D
> >to be
> > random.) There were maybe 1 or 2 crackles per song on a couple =
>songs,
> =3D
> >and
> > no crackles on the other 3 (that I've done so far). I'm wondering =
>now
> =3D
> >if
> > it is a UAD rev problem that only shows up after some wear and tear
=
>on
> =3D
> >the
> > sys. I'm going to re-ghost and re-load the=3D20
> > UAD software (Neve 88 ver) tommorrow and see what happens.
> > Just to reiterate...when I did a spdif bounce, even with my system
=
>as
> =3D
> >it
> > is tonight, there are no crackles. That's wierd. Also the crackles
=
>=3D
> >never
> > show till listening to the bounced file.
> > >
> > >3.) can you determine where the crackle rears it's ugly head?
> > >IOW, is it constant, more or less, or is it intermittent? If
> > >it's intermittent, does it seem to coincide with any particular
> > >instrument or track? For example, could it be a particular
> > >plugin on the - let's say - cowbell track, which occurs though
> > >most of the song, but not on the (confounded) bridge?
> >
> > totally random...not in anyway associated with a particular =3D
> >instrument. Fairly

> > study though, like a bowl of rice crispies.
> > >
> > >4.) mute/disconnect the right channel when listening back to
> > >the crackle-infested bounce to see if there's any pattern =
>that=3D20
> > >might apply to (3) above?
> >
> > none
> > >
> > >5.) Is the crackle happening on ALL systems? IOW, have you
> > >burned a CD of the bounced tracks & played it back on a home
> > >stereo, in your car, on headphones, etc? Is it possible that
> > >for some odd reason the crackle is due to something in your
> > >monitoring setup that isn't showing up on regular playback, but
> > >might be showing up on a rendered file?
> > This first came to my attention after I burned a CD of test mixes =
>for
> =3D
> >the
> > client and he called me after he got home and listened on his =
>system =3D
> >(this
> > was an audio CD)so I would say it happens on all systems...but I =
>=3D
> >havn't burnt
> > another CD yet.
> > It does happen on my NS 10's as well as my Mackie  824's. The 824's
=
>=3D
> >are hooked
> > up thru the spdif out of the mec to a DAC-1 to a PVC passive volume
=
>=3D
> >control.
> > The NS 10's are hooked up thru 2 analogue outs from the Mec into a
=
>GFA
> =3D
> >power
> > amp. Crackles exisist on the left channel on both sets of speakers.
> > >
> > >6.) What happens when you open up an older project that you
> > >DIDN'T have this problem on...? If you do a bounce with that,
> > >does it sound as it did before, or does it now have the
> > >crackles in it?
> >
> > Not nearly as bad...No study diet of rice crispies, but there were
=

>a =3D
> >couple
> > of crackles (random, I bounced twice and listend to both mixes out
=
>of
> =3D
> >phase,
> > set markers at the crackles, and verified by listening one at a =
>time)
> =3D
> >This
> > also leads me to believe it's some sort of ppj corruption brought =
>on =3D
> >by the
> > UAD stuff, only it happens over time, but I haven't been able to =
>=3D
> >verify this
> > yet.
> > >
> > >7.) Have you tried physically swapping your left speaker with
> > >your right speaker?
> > swapping speakers make no difference, swapping the cables leading =
>to =3D
> >the
> > speakers makes it happen in the right speaker.
> > >
> > >Just trying to think of things to try & narrow it down by
> > >process of elimination.
> >
> > I appreciate your thought process. If this makes a light go off for
=
>=3D
> >you,
> > please let me know.
> > >
> > >Can you e-mail me an mp3 file of any song or songs that it's
> > >doing this on? If so, send it to:   neil  DOT henderson AT
> > >sbcglobal DOT net   I'd be curious as to what it sounds like.
> >
> > will Do
> > >
> > >Neil
> > >
> > >
> > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
> > >>
> > >>OK..I got everything hooked backk up and sure enough, the crackle
=

>is
> =3D
> >back
> > >>on bounce to disk...in the left channel only, same as always. I =
>=3D
> >tried panning
> > >>everything oppisite, crackle, tried lowering levels, crackle.
> > >>When I took all the tracks off the submixes except for the drums
=
>on
> =3D
> >submix
> > >>1, there were NO crackles. There were also NO crackles when =
>bouncing
> =3D
> >audio
> > >>from any submix by itself.=3D20
> > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice from
=
>=3D
> >Aaron)
> > >rendering
> > >>some of the tracks to 16 bit. I rendered all the drums (15 =
>tracks) =3D
> >and
> > 5
> > >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
>came
> =3D
> >back
> > >>when bouncing the entire mix. That's where I'm at. I can always =
>do =3D
> >the
> > spdif
> > >>bounce method...it's a real hassle because of the way my =
>moitoring =3D
> >and
> > work
> > >>flow is, but it's doable, and seems to work, but I'd like to get
=
>=3D
> >this thing
> > >>figured out.=3D20
> > >>I've had it for today. Going to crash.
> > >>Rod
> > >>"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:
> > >>>
> > >>>Well, I THOUGHT I had my "bounce to disk" crackles whipped, but

=
>=3D
> >they came
> > >>>back. This time I re-patched and did a spdif bounce and that =
>seemed
> =3D
> >to
> > >cure
> > >>>it. I havn't tried it yet with bounce to disk to verify that the
=
>=3D
> >crackling
> > >>>comes back, but I bet it will. I wonder what could be causing =
>this?
> =3D
> >The
> > >>last
> > >>>time I did a fresh install of my system (via ghost) and it =
>seemed =3D
> >to get
> > >>>rid of it, for a while. I'm going to try a bounce to disk and =
>see =3D
> >if the
> > >>>crackles return.
> > >>>The way my system is set up, because of space limitations, and =
>the
> =3D
> >fact
> > >>that
> > >>>I have to have my drums basically in the mix position (facing =
>the =3D
> >other
> > >>way)
> > >>>makes it A FREAKIN PITA to crawl behind the gear and unplug the
=
>=3D
> >spdif
> > cable
> > >>>going to the DAC-1 and re-patch a cable loop. I accidently =3D
> >unplugged something
> > >>>while doing it, and had to rip abouat half the system out to =
>find =3D
> >it.
> > ERRRRRRRRRRRRRRRRR!
> > >>>Rod
> > >>
> > >
> >

> >
> >
> >I choose Polesoft Lockspam to fight spam, and you?
> >http://www.polesoft.com/refer.html  =20
> >
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> ><HTML><HEAD>
> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
> >charset=3D3Diso-8859-1">
> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D3D#ffffff>
> ><DIV><FONT face=3D3DArial size=3D3D2>Hey Rod,</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Do the crackles repeat =
>themselves in =3D
> >exactly the=3D20
> >same places</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>on play back? If not, I'd look =
>at =3D
> >
> >hardware. Do they show up</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>in the waveform or are they to =
>low in =3D
> >level? =3D20
> ></FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>If you suspect hardware I'd =
>think CPU,
> >=3D
> ></FONT><FONT=3D20
> >face=3D3DArial size=3D3D2>fan (make it cold!) or</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>power supply. Not in that =3D
> >order. Start=3D20
> >with </FONT><FONT face=3D3DArial size=3D3D2>the cheapest fixes =3D
> >first.</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Maybe you were right way back =
>with the
> >=3D
> >bad UAD=3D20
> >assumption?</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Still kickin' Paris =3D
> >around,</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><BLOCKQUOTE=3D20
> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

>=3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >  <DIV>"Rod Lincoln" <<A=3D20
> >  =3D
> =
>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>&g=3D
> >t;=3D20
> >  wrote in message <A=3D20
> >  =3D
> =
>>href=3D3D"news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>N=
>eil=3D
> >,=3D20
> >  thanks for your response. see my answers interleaved =3D
> >below<BR>Rod<BR>"Neil"=3D20
> >  <<A href=3D3D"mailto:OIU@I.com">OIU@I.com</A>> =3D
> >wrote:<BR>><BR>>This is=3D20
> >  weird... have you tried any of the following:<BR>><BR>>1.) pan=3D20
> >  everything to center, and then see if it still shows up<BR>>on the
=
>=3D
> >left=3D20
> >  channel? or is the crackling then centered?<BR><BR>Everything =
>Panned =3D
> >Ctr still=3D20
> >  Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D
> >bouncing=3D20
> >  dry/clean like<BR>>that, with everything panned as you normally =3D
> >would for=3D20
> >  this<BR>>mix? This includes anything inserted across the=3D20
> >  2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and =
>external) =3D
> >still=3D20
> >  Crackles<BR><BR>Bounce with no plugs...this does produce a crackle
=
>=3D
> >free=3D20
> >  bounce. I tried this<BR>the first time it happened a couple weeks =
>ago,
> =3D
> >and=3D20
> >  thought I had it narrowed<BR>down to the UAD plugs. I re-ghosted =
>=3D
> >to a=3D20
> >  sys version that had an earlier<BR>UAD install (can't remember the
=
>=3D

> >number, it=3D20
> >  had the Helios, but not the Neve<BR>88)and the crackles went away,
=
>so
> =3D
> >I=3D20
> >  thought it was a software rev that Paris<BR>didn't like, but just =
>to =3D
> >be sure I=3D20
> >  reloaded the new version of the UAD software<BR>(the one with the =
>Neve
> =3D
> >
> >  88) and it still didn't crackle. At that point I<BR>thought it =3D
> >might be=3D20
> >  something else altogether and since I am in the middle<BR>of a =
>mixing
> =3D
> >project=3D20
> >  that I'm using the Neve 88 plug on a lot (love what it<BR>does) I =
>just
> =3D
> >went=3D20
> >  for it, listening closely to bounces. I actually did 2<BR>bounces =
>of =3D
> >every mix=3D20
> >  and listened back to both at the same time, out of phase<BR>with =
>each
> =3D
> >other,=3D20
> >  to hear the difference, since the crackles appeared to =
>be<BR>random.)
> =3D
> >There=3D20
> >  were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =
>=3D
> >crackles on=3D20
> >  the other 3 (that I've done so far). I'm wondering now if<BR>it is
=
>a =3D
> >UAD rev=3D20
> >  problem that only shows up after some wear and tear on the<BR>sys.
=
>I'm
> =3D
> >going=3D20
> >  to re-ghost and re-load the <BR>UAD software (Neve 88 ver) =
>tommorrow =3D

> >and see=3D20
> > what happens.<BR>Just to reiterate...when I did a spdif bounce, =
>even =3D
> >with my=3D20
> > system as it<BR>is tonight, there are no crackles. That's wierd. =
>Also
> =3D
> >the=3D20
> > crackles never<BR>show till listening to the bounced =3D
> >file.<BR>><BR>>3.)=3D20
> > can you determine where the crackle rears it's ugly head?<BR>>IOW,
=
>=3D
> >is it=3D20
> > constant, more or less, or is it intermittent? If<BR>>it's =3D
> >intermittent,=3D20
> > does it seem to coincide with any particular<BR>>instrument or =3D
> >track? For=3D20
> > example, could it be a particular<BR>>plugin on the - let's say - =
>=3D
> >cowbell=3D20
> > track, which occurs though<BR>>most of the song, but not on =
>the=3D20
> > (confounded) bridge?<BR><BR>totally random...not in anyway =
>associated
> =3D
> >with a=3D20
> > particular instrument. Fairly<BR>study though, like a bowl of =
>rice=3D20
> > crispies.<BR>><BR>>4.) mute/disconnect the right channel when =3D
> >listening=3D20
> > back to<BR>>the crackle-infested bounce to see if there's any =3D
> >pattern that=3D20
> > <BR>>might apply to (3) above?<BR><BR>none<BR>><BR>>5.) Is =3D
> >the=3D20
> > crackle happening on ALL systems? IOW, have you<BR>>burned a CD of
=
>=3D
> >the=3D20
> > bounced tracks & played it back on a home<BR>>stereo, in your =3D
> >car, on=3D20
> > headphones, etc? Is it possible that<BR>>for some odd reason the =
>=3D
> >crackle is=3D20
> > due to something in your<BR>>monitoring setup that isn't showing up
=
>=3D
> >on=3D20

---

> > regular playback, but<BR>>might be showing up on a rendered =3D
> >file?<BR>This=3D20
> > first came to my attention after I burned a CD of test mixes for =
>=3D
> >the<BR>client=3D20
> > and he called me after he got home and listened on his system =3D
> >(this<BR>was an=3D20
> > audio CD)so I would say it happens on all systems...but I =
>havn't=3D20
> > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as well as
=
>my
> =3D
> >
> > Mackie 824's. The 824's are hooked<BR>up thru the spdif out of =3D
> >the mec=3D20
> > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are =
>hooked
> =3D
> >up thru=3D20
> > 2 analogue outs from the Mec into a GFA power<BR>amp. Crackles =
>exisist
> =3D
> >on the=3D20
> > left channel on both sets of speakers.<BR>><BR>>6.) What happens =
>=3D
> >when=3D20
> > you open up an older project that you<BR>>DIDN'T have this problem
=
>=3D
> >on...?=3D20
> > If you do a bounce with that,<BR>>does it sound as it did before, =
>=3D
> >or does=3D20
> > it now have the<BR>>crackles in it?<BR><BR>Not nearly as bad...No =
>=3D
> >study=3D20
> > diet of rice crispies, but there were a couple<BR>of crackles =
>(random,
> =3D
> >I=3D20
> > bounced twice and listend to both mixes out of phase,<BR>set =
>markers =3D
> >at the=3D20
> > crackles, and verified by listening one at a time) This<BR>also =
>leads
> =3D
> >me to=3D20

> > believe it's some sort of ppj corruption brought on by the<BR>UAD =
>=3D
> >stuff, only=3D20
> > it happens over time, but I haven't been able to verify=3D20
> > this<BR>yet.<BR>><BR>>7.) Have you tried physically swapping =3D
> >your left=3D20
> > speaker with<BR>>your right speaker?<BR>swapping speakers make =
>no=3D20
> > difference, swapping the cables leading to the<BR>speakers makes it
=
>=3D
> >happen in=3D20
> > the right speaker.<BR>><BR>>Just trying to think of things to =3D
> >try &=3D20
> > narrow it down by<BR>>process of elimination.<BR><BR>I appreciate =
>=3D
> >your=3D20
> > thought process. If this makes a light go off for you,<BR>please =
>let =3D
> >me=3D20
> > know.<BR>><BR>>Can you e-mail me an mp3 file of any song or =3D
> >songs that=3D20
> > it's<BR>>doing this on? If so, send it to: neil =3D
> >DOT=3D20
> > henderson AT<BR>>sbcglobal DOT net I'd be curious as to =3D
> >what it=3D20
> > sounds like.<BR><BR>will =3D
> >Do<BR>><BR>>Neil<BR>><BR>><BR>>"Rod=3D20
> > Lincoln" <<A=3D20
> > =3D
> =
>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>&g=3D
> >t;=3D20
> > wrote:<BR>>><BR>>>OK..I got everything hooked backk up and =3D
> >sure=3D20
> > enough, the crackle is back<BR>>>on bounce to disk...in the left =
>=3D
> >channel=3D20
> > only, same as always. I tried panning<BR>>>everything oppisite, =3D
> >crackle,=3D20
> > tried lowering levels, crackle.<BR>>>When I took all the tracks =3D
> >off the=3D20
> > submixes except for the drums on submix<BR>>>1, there were NO =3D
> >crackles.=3D20
> > There were also NO crackles when bouncing audio<BR>>>from any =3D
> >submix by=3D20
> > itself. <BR>>>This is a 24 bit mix with 24 bit tracks, so I =3D

> >tried=3D20
> > (advice from Aaron)<BR>>rendering<BR>>>some of the tracks to =3D
> >16 bit.=3D20
> > I rendered all the drums (15 tracks) and<BR>5<BR>>>other tracks =3D
> >to 16=3D20
> > bit, leaving 10 tracks at 24 bit...Crackles came back<BR>>>when =3D
> >bouncing=3D20
> > the entire mix. That's where I'm at. I can always do=3D20
> > the<BR>spdif<BR>>>bounce method...it's a real hassle because of =3D
> >the way=3D20
> > my moitoring and<BR>work<BR>>>flow is, but it's doable, and =3D
> >seems to=3D20
> > work, but I'd like to get this thing<BR>>>figured out. =3D
> ><BR>>>I've=3D20
> > had it for today. Going to crash.<BR>>>Rod<BR>>>"Rod =3D
> >Lincoln"=3D20
> > <<A=3D20
> > =3D
> =
>>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
>/A>=3D
> >>=3D20
> > wrote:<BR>>>><BR>>>>Well, I THOUGHT I had my "bounce =3D
> >to=3D20
> > disk" crackles whipped, but they came<BR>>>>back. This time I =3D
> >
> > re-patched and did a spdif bounce and that seemed=3D20
> > to<BR>cure<BR>>>>it. I havn't tried it yet with bounce to =3D
> >disk to=3D20
> > verify that the crackling<BR>>>>comes back, but I bet it =3D
> >will. I=3D20
> > wonder what could be causing this? =3D
> >The<BR>>>>last<BR>>>>time I=3D20
> > did a fresh install of my system (via ghost) and it seemed to=3D20
> > get<BR>>>>rid of it, for a while. I'm going to try a bounce =3D
> >to disk=3D20
> > and see if the<BR>>>>crackles return.<BR>>>>>The way =3D
> >my=3D20
> > system is set up, because of space limitations, and the=3D20
> > fact<BR>>>that<BR>>>>>I have to have my drums basically =3D
> >in the=3D20
> > mix position (facing the other<BR>>>>way)<BR>>>>>makes it =3D
> >A=3D20
> > FREAKIN PITA to crawl behind the gear and unplug the=3D20
> > spdif<BR>cable<BR>>>>>going to the DAC-1 and re-patch a cable =3D
> >loop. I=3D20
> > accidently unplugged something<BR>>>>>while doing it, and had =3D
> >to rip=3D20

> >  abouat half the system out to find=3D20
> >  =3D
> >it.<BR>ERRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>>><BR>><BR></BLO=3D
> >CKQUOTE>
> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>spam, =3D
> >and=3D20
> >you?<BR><A=3D20
> =
>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>fer=3D
> >.html</A> </FONT></DIV></BODY></HTML>
> >
> >
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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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>Okay Rod,</FONT></DIV>
><DIV>
><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>How about one
=
>track with=20
>the UAD plugs</FONT></DIV>
><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>that has a =
>few rough spots=20
>that are amplified</FONT></DIV>
><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>by the plugin
=
>
>set?</FONT></DIV>
><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =

><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>Mute one =
>track at a time to=20

><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>size=3D2>???</FONT></DIV>
><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>size=3D2>Tom</FONT></DIV></DIV>
><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Rod Lincoln" <<A=20
> =
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>t;=20
> wrote in message <A=20
> href=3D"news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I
=
>agree=20
> with you, except that when I play back an old project that =
>didn't<BR>have the=20
> problem, it doesn't crackl, even with more tracks and the same =
>plugs<BR>as the=20
> ppj's that crackle. <BR>Rod<BR>"Tom Bruhl" <<A=20
> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20
> wrote:<BR>><BR>><BR>>Hey Rod,<BR>>Do the crackles repeat=20

>not, I'd=20

>they to=20
> low in level? =3D20<BR>><BR>>If you suspect hardware I'd think =
>CPU, fan=20

>Start=20
> with the cheapest fixes first.<BR>>Maybe you were right way back =
>with the=20
> bad UAD assumption?<BR>><BR>>Still kickin' Paris=20

> =
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>t;=20
> wrote in message =

> thanks for your response. see my answers interleaved =

>href=3D"mailto:OIU@I.com">OIU@I.com</A>>=20

>tried=20

>everything=20

>left=20

>Everything=20

>removing=20

---

>>that,=20

>>mix?=20
> This includes anything inserted across the =

> Bounce with No FX (Auxes, both internal and external) still=20

>produce a=20

>time it=20


>to a sys=20

>(can't remember=20
> the number, it had the Helios, but not =

> 88)and the crackles went away, so I thought it was a software rev=20

>sure I=20
> reloaded the new version of the =


>

>mixing=20
> project that I'm using the Neve 88 plug on a lot (love =3D<BR>>what =
>

>bounces. I=20

>listened=20

>with each=20
> other, to hear the difference, since the crackles appeared =
>=3D<BR>>to=20

>a=20

>3 (that=20

>is a UAD=20
> rev problem that only shows up after some wear and tear=20

>re-load=20

>what=20

>even=20

>no=20
> crackles. That's wierd. Also the crackles =


>>3.)=20
> can you determine where the crackle rears it's ugly =

> >IOW, is it constant, more or less, or is it intermittent? =

> >it's intermittent, does it seem to coincide with any=20

>it be a=20

>track, which=20

>(confounded)=20

>associated with a=20

>like a bowl=20

>mute/disconnect the=20

>crackle-infested=20

>apply to=20

>>5.)=20

> >burned a CD of the bounced tracks & played it back on a=20

>possible=20

>something in=20

>regular=20


>CD of=20

>after he=20

>an audio=20
> CD)so I would say it happens on all systems...but I =3D<BR>>havn't=20

>NS 10's=20

> up thru the spdif out of the mec to a DAC-1 to a PVC passive volume=20

>analogue outs=20

>Crackles exisist=20

> >6.) What happens when you open up an older project that =

> >DIDN'T have this problem on...? If you do a bounce with=20

>have=20

>as=20
> bad...No study diet of rice crispies, but there were a=20

>and listend=20

>the=20
> crackles, and verified by listening one at a=20

>some sort=20

>stuff, only it=20
> happens over time, but I haven't been able to =3D<BR>>verify=20

>you=20

>>your right=20

>the=20

>happen in the=20

>think of=20

>If this=20

>file of=20

>send it=20

>>sbcglobal DOT=20

>Lincoln"=20

> <<A=20

> =

>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=

>t;=20


>everything=20

> hooked backk up and sure enough, the crackle =


> >>on bounce to disk...in the left channel only, same as always. =

>l=20


>crackle,=20


>the=20

> tracks off the submixes except for the drums=20


>crackles. There=20



>a 24 bit=20

> mix with 24 bit tracks, so I tried (advice from =



>rendered=20


>

> >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =

>


>mix.=20



>of the=20


>>>flow=20

> is, but it's doable, and seems to work, but I'd like to get =

>=3D<BR>>this=20


>>>I've had it=20


> >>"Rod Lincoln" <<A=20

> =

>href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A>=

>>=20

>THOUGHT I=20
> had my "bounce to disk" crackles whipped, but =3D<BR>>they =

> >>>back. This time I re-patched and did a spdif bounce and =
>that=20

>>>>it. I=20
> havn't tried it yet with bounce to disk to verify that the=20

>it will. I=20


>my system=20

>>>>rid of it,=20
> for a while. I'm going to try a bounce to disk and see =3D<BR>>if=20

>>>>The=20
> way my system is set up, because of space limitations, and=20

>>>>I=20
> have to have my drums basically in the mix position (facing the=20

>>>>makes it A=20
> FREAKIN PITA to crawl behind the gear and unplug the=20

>to the=20
> DAC-1 and re-patch a cable loop. I accidently =3D<BR>>unplugged=20

>abouat half=20



>Polesoft=20
> Lockspam to fight spam, and=20

> <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
> Transitional//EN"><BR>><HTML><HEAD><BR>><META=20
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> bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial =
>size=3D3D2>Hey=20

> Rod,</FONT></DIV><BR>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>Do the crackles repeat themselves in =3D<BR>>exactly=20
> the=3D20<BR>>same =
>places</FONT></DIV><BR>><DIV><FONT=20
> face=3D3DArial size=3D3D2>on play back? If not, I'd look at=20
> =3D<BR>><BR>>hardware. Do they show=20
> up</FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
> size=3D3D2>in the waveform or are they to low in =3D<BR>>level?=20
> =3D20<BR>></FONT></DIV><BR>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2></FONT> </DIV><BR>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>If you suspect hardware I'd think=20
> CPU,<BR>=3D<BR>></FONT><FONT=3D20<BR>>face=3D3DArial =
>size=3D3D2>fan=20
> (make it cold!) or</FONT></DIV><BR>><DIV><FONT =
>
> face=3D3DArial size=3D3D2>power supply. Not in that =
>=3D<BR>>order.=20
> Start=3D20<BR>>with </FONT><FONT face=3D3DArial =
>size=3D3D2>the=20
> cheapest fixes=20
> =3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=20
> face=3D3DArial size=3D3D2>Maybe you were right way back with=20
> the<BR>=3D<BR>>bad=20
> =
>UAD=3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=
>t;FONT=20
> face=3D3DArial size=3D3D2></FONT> =
></DIV><BR>><DIV><FONT=20
> face=3D3DArial size=3D3D2>Still kickin' Paris=20
> =3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =
>
> face=3D3DArial=20
> size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
> face=3D3DArial size=3D3D2></FONT>=20
> =
></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =
>0px;=20
> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 =
>2px solid;=20


> =
>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

> =
>href=3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>Neil=
>'>news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV>=

> thanks for your response. see my answers interleaved=20

><<A=20
> href=3D3D"<A=20
> =
>href=3D'mailto:OIU@I.com">OIU@I.com</A'>mailto:OIU@I.com">OIU@I.com<=
>;/A</A>>>=20
> =3D<BR>>wrote:<BR>><BR>>This =

> have you tried any of the following:<BR>><BR>>1.)=20

>shows=20

>is the=20
> crackling then centered?<BR><BR>Everything Panned =
>=3D<BR>>Ctr=20

>removing ALL=20

>dry/clean=20
> like<BR>>that, with everything panned as you normally =
>=3D<BR>>would=20

>inserted=20

>No FX=20
> (Auxes, both internal and external) =

> Crackles<BR><BR>Bounce with no plugs...this does produce a =
>crackle=20

>first time it=20

>thought I had it=20
> narrowed<BR>down to the UAD plugs. I re-ghosted =3D<BR>>to=20

>install (can't=20

>but not the=20
> Neve<BR>88)and the crackles went away, =

> thought it was a software rev that Paris<BR>didn't like, but =
>just to=20

>the UAD=20

>88) and it=20
> still didn't crackle. At that point I<BR>thought it =
>=3D<BR>>might=20


>that I'm=20
> using the Neve 88 plug on a lot (love what it<BR>does) I=20

>to bounces. I=20
> actually did 2<BR>bounces of =3D<BR>>every =

> listened back to both at the same time, out of phase<BR>with=20

>since the=20
> crackles appeared to =

> were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =
>

>so far). I'm=20
> wondering now if<BR>it is a =3D<BR>>UAD =

> that only shows up after some wear and tear on the<BR>sys.=20

>
> <BR>UAD software (Neve 88 ver) tommorow =3D<BR>>and=20

>I did a=20

>it<BR>is=20
> tonight, there are no crackles. That's wierd.=20

>till=20
> listening to the bounced=20

>you=20
> determine where the crackle rears it's ugly head?<BR>>IOW,=20

>intermittent?=20

>it seem to=20
> coincide with any particular<BR>>instrument or =
>=3D<BR>>track?=20

>particular<BR>>plugin on=20

>occurs=20
> though<BR>>most of the song, but not on =

> (confounded) bridge?<BR><BR>totally random...not in anyway =
>

>instrument.=20

> crispies.<BR>><BR>>4.) mute/disconnect the right =
>channel=20

> crackle-infested bounce to see if there's any =3D<BR>>pattern=20

> above?<BR><BR>none<BR>><BR>>5.) Is=20

>IOW, have=20

>bounced tracks=20
> & played it back on a home<BR>>stereo, in your =
>=3D<BR>>car,=20

>that<BR>>for some=20

>something in=20
> your<BR>>monitoring setup that isn't showing up=20

>but<BR>>might be=20
> showing up on a rendered =

> came to my attention after I burned a CD of test mixes for=20

>after he got=20
> home and listened on his system =3D<BR>>(this<BR>was=20

>systems...but I=20

>does happen=20

>The 824's=20
> are hooked<BR>up thru the spdif out of =3D<BR>>the =

> to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are=20

>the Mec into=20
> a GFA power<BR>amp. Crackles exisist<BR>=3D<BR>>on =

> left channel on both sets of speakers.<BR>><BR>>6.) =

---

>What=20

>project that=20
> you<BR>>DIDN'T have this problem =

> you do a bounce with that,<BR>>does it sound as it did =
>before,=20

>the<BR>>crackles in=20
> it?<BR><BR>Not nearly as bad...No =

> diet of rice crispies, but there were a couple<BR>of crackles=20

>to both=20
> mixes out of phase,<BR>set markers =3D<BR>>at =

> crackles, and verified by listening one at a time) This<BR>also=20

>ppj=20
> corruption brought on by the<BR>UAD =3D<BR>>stuff,=20

>to=20

>this<BR>yet.<BR>><BR>>7.) Have=20

>speaker=20
> with<BR>>your right speaker?<BR>swapping speakers make=20


>the right=20
> speaker.<BR>><BR>>Just trying to think of things to=20

>by<BR>>process of=20
> elimination.<BR><BR>I appreciate =

> thought process. If this makes a light go off for you,<BR>please =
>let=20

>you e-mail=20

>
> it's<BR>>doing this on? If so, send it to: neil=20

>DOT net I'd=20

> like.<BR><BR>will=20
> =
>=3D<BR>>Do<BR>><BR>Neil<BR>><BR>>=

> =
>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

> wrote:<BR>>><BR>>>OK..I got everything hooked =
>backk up=20

> back<BR>>>on bounce to disk...in the left=20

> panning<BR>>>everything oppisite,=20

> crackle.<BR>>>When I took all the tracks =3D<BR>>off=20

> submix<BR>>>1, there were NO =

> There were also NO crackles when bouncing audio<BR>>>from =
>any=20

>is a 24 bit=20

>(advice from=20
> Aaron)<BR>>rendering<BR>>>some of the tracks to=20

>tracks)=20
> and<BR>5<BR>>>other tracks =3D<BR>>to =

> bit, leaving 10 tracks at 24 bit...Crackles came =
>back<BR>>>when=20

>I'm at. I can=20

>the<BR>spdif<BR>>>bounce=20
> method...it's a real hassle because of =3D<BR>>the =

> moitoring and<BR>work<BR>>>flow is, but it's doable, =
>and=20

> thing<BR>>>figured out.=20

>Going to=20
> crash.<BR>>>Rod<BR>>>"Rod=20

> =3D<BR>>href=3D3D"<A=20
> =
>href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=
>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=

> wrote:<BR>>>><BR>>>>Well, I THOUGHT I =
>had my=20

>they=20

>re-patched=20

> to<BR>>cure<BR>>>>it. I havn't tried it yet =
>with=20

> crackling<BR>>>>comes back, but I bet it =
>=3D<BR>>will.=20

> =3D<BR>>The<BR>>>last<BR>>>>time=20

>it seemed=20

>I'm going=20

> the<BR>>>>crackles return.<BR>>>>The way =
>

>limitations,=20

>fact<BR>>>that<BR>>>>I=20

>mix position=20
> (facing the other<BR>>>way)<BR>>>>makes it=20

>and unplug=20

>to the=20

>accidently=20
> unplugged something<BR>>>>while doing it, and had =
>=3D<BR>>to=20


> =
>=3D<BR>>it.<BR>ERRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR=
>>>><BR>><BR></BLO=3D<BR>>CKQUOTE><BR>>=
>;<DIV><FONT=20
> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>spam,=20
> =
>=3D<BR>>and=3D20<BR>>you?<BR><A=3D20<BR>>href=3D3D" <A=20
> =

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>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>=3D<BR>>.html</A>=20
> =
></FONT></DIV></BODY></HTML><BR>><BR>><BR></=
>BLOCKQUOTE></BODY></HTML>
>
>

---

## Subject: Re: Crackles are back...not on SPDIF though
Posted by JNeil on Mon, 05 Nov 2007 17:39:30 GMT

And you've already done the usual stuff like removing your EDS
cards, cleaning off the contacts & re-seating them, etc?

Neil


"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>
>Tom, I've already done that. It's not that. It's definiatly something that
>only shows up on the bounced to disk file. Also it's totally random and
not
>at all related to any single audio event.
>Rod
>"Tom Bruhl" <arpegio@comcast.net> wrote:
>>
>>
>>Okay Rod,
>>How about one track with the UAD plugs
>>that has a few rough spots that are amplified
>>by the plugin set?
>>
>>Mute one track at a time to find it.  PITA for sure.
>>???
>>Tom
>>  "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
>>news:472f2455$1@linux...
>>
>> I agree with you, except that when I play back an old project that =
>>didn't
>> have the problem, it doesn't crackl, even with more tracks and the =
>>same plugs
>> as the ppj's that crackle.=20
>> Rod

---

>> "Tom Bruhl" <arpegio@comcast.net> wrote:
>> >
>> >
>> >Hey Rod,
>> >Do the crackles repeat themselves in exactly the same places
>> >on play back?  If not, I'd look at hardware.  Do they show up
>> >in the waveform or are they to low in level? =3D20
>> >
>> >If you suspect hardware I'd think CPU, fan (make it cold!) or
>> >power supply.  Not in that order.  Start with the cheapest fixes =
>>first.
>> >Maybe you were right way back with the bad UAD assumption?
>> >
>> >Still kickin' Paris around,
>> >Tom
>> >
>> > "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
>> >news:472e82a3$1@linux...
>> >
>> > Neil, thanks for your response. see my answers interleaved below
>> > Rod
>> > "Neil" <OIU@I.com> wrote:
>> > >
>> > >This is weird... have you tried any of the following:
>> > >
>> > >1.) pan everything to center, and then see if it still shows up
>> > >on the left channel? or is the crackling then centered?
>> >
>> > Everything Panned Ctr still Crackles
>> > >
>> > >2.) removing ALL plugins & EFX, and bouncing dry/clean like
>> > >that, with everything panned as you normally would for this
>> > >mix? This includes anything inserted across the 2-buss.
>> >
>> > Bounce with No FX (Auxes, both internal and external) still =
>>Crackles
>> >
>> > Bounce with no plugs...this does produce a crackle free bounce. I
=
>>=3D
>> >tried this
>> > the first time it happened a couple weeks ago, and thought I had it
>=
>> =3D
>> >narrowed
>> > down to the UAD plugs. I re-ghosted to a sys version that had an =
>>=3D
>> >earlier

>> > UAD install (can't remember the number, it had the Helios, but not
>=
>>the
>> =3D
>> >Neve
>> > 88)and the crackles went away, so I thought it was a software rev
=
>>that
>> =3D
>> >Paris
>> > didn't like, but just to be sure I reloaded the new version of the
>=
>>UAD
>> =3D
>> >software
>> > (the one with the Neve 88)  and it still didn't crackle. At that =
>>point
>> =3D
>> >I
>> > thought it might be something else altogether and since I am in the
>=
>>=3D
>> >middle
>> > of a mixing project that I'm using the Neve 88 plug on a lot (love
>=
>>=3D
>> >what it
>> > does) I just went for it, listening closely to bounces. I actually
>=
>>did
>> =3D
>> >2
>> > bounces of every mix and listened back to both at the same time, =
>>out =3D
>> >of phase
>> > with each other, to hear the difference, since the crackles =
>>appeared =3D
>> >to be
>> > random.) There were maybe 1 or 2 crackles per song on a couple =
>>songs,
>> =3D
>> >and
>> > no crackles on the other 3 (that I've done so far). I'm wondering
=
>>now
>> =3D
>> >if
>> > it is a UAD rev problem that only shows up after some wear and tear

>=
>>on
>> =3D
>> >the
>> > sys. I'm going to re-ghost and re-load the=3D20
>> > UAD software (Neve 88 ver) tommorrow and see what happens.
>> > Just to reiterate...when I did a spdif bounce, even with my system
>=
>>as
>> =3D
>> >it
>> > is tonight, there are no crackles. That's wierd. Also the crackles
>=
>>=3D
>> >never
>> > show till listening to the bounced file.
>> > >
>> > >3.) can you determine where the crackle rears it's ugly head?
>> > >IOW, is it constant, more or less, or is it intermittent? If
>> > >it's intermittent, does it seem to coincide with any particular
>> > >instrument or track? For example, could it be a particular
>> > >plugin on the - let's say - cowbell track, which occurs though
>> > >most of the song, but not on the (confounded) bridge?
>> >
>> > totally random...not in anyway associated with a particular =3D
>> >instrument. Fairly
>> > study though, like a bowl of rice crispies.
>> > >
>> > >4.) mute/disconnect the right channel when listening back to
>> > >the crackle-infested bounce to see if there's any pattern =
>>that=3D20
>> > >might apply to (3) above?
>> >
>> > none
>> > >
>> > >5.) Is the crackle happening on ALL systems? IOW, have you
>> > >burned a CD of the bounced tracks & played it back on a home
>> > >stereo, in your car, on headphones, etc? Is it possible that
>> > >for some odd reason the crackle is due to something in your
>> > >monitoring setup that isn't showing up on regular playback, but
>> > >might be showing up on a rendered file?
>> > This first came to my attention after I burned a CD of test mixes
=
>>for
>> =3D
>> >the
>> > client and he called me after he got home and listened on his =
>>system =3D

---

>> >(this
>> > was an audio CD)so I would say it happens on all systems...but I =
>>=3D
>> >havn't burnt
>> > another CD yet.
>> > It does happen on my NS 10's as well as my Mackie  824's. The 824's
>=
>>=3D
>> >are hooked
>> > up thru the spdif out of the mec to a DAC-1 to a PVC passive volume
>=
>>=3D
>> >control.
>> > The NS 10's are hooked up thru 2 analogue outs from the Mec into a
>=
>>GFA
>> =3D
>> >power
>> > amp. Crackles exisist on the left channel on both sets of speakers.
>> > >
>> > >6.) What happens when you open up an older project that you
>> > >DIDN'T have this problem on...? If you do a bounce with that,
>> > >does it sound as it did before, or does it now have the
>> > >crackles in it?
>> >
>> > Not nearly as bad...No study diet of rice crispies, but there were
>=
>>a =3D
>> >couple
>> > of crackles (random, I bounced twice and listend to both mixes out
>=
>>of
>> =3D
>> >phase,
>> > set markers at the crackles, and verified by listening one at a =
>>time)
>> =3D
>> >This
>> > also leads me to believe it's some sort of ppj corruption brought
=
>>on =3D
>> >by the
>> > UAD stuff, only it happens over time, but I haven't been able to =
>>=3D
>> >verify this
>> > yet.
>> > >
>> > >7.) Have you tried physically swapping your left speaker with

>> > >your right speaker?
>> > swapping speakers make no difference, swapping the cables leading
=
>>to =3D
>> >the
>> > speakers makes it happen in the right speaker.
>> > >
>> > >Just trying to think of things to try & narrow it down by
>> > >process of elimination.
>> >
>> > I appreciate your thought process. If this makes a light go off for
>=
>>=3D
>> >you,
>> > please let me know.
>> > >
>> > >Can you e-mail me an mp3 file of any song or songs that it's
>> > >doing this on? If so, send it to:   neil  DOT henderson AT
>> > >sbcglobal DOT net   I'd be curious as to what it sounds like.
>> >
>> > will Do
>> > >
>> > >Neil
>> > >
>> > >
>> > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>> > >>
>> > >>OK..I got everything hooked backk up and sure enough, the crackle
>=
>>is
>> =3D
>> >back
>> > >>on bounce to disk...in the left channel only, same as always. I
=
>>=3D
>> >tried panning
>> > >>everything oppisite, crackle, tried lowering levels, crackle.
>> > >>When I took all the tracks off the submixes except for the drums
>=
>>on
>> =3D
>> >submix
>> > >>1, there were NO crackles. There were also NO crackles when =
>>bouncing
>> =3D
>> >audio
>> > >>from any submix by itself.=3D20
>> > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice from

>=
>>=3D
>> >Aaron)
>> > >rendering
>> > >>some of the tracks to 16 bit. I rendered all the drums (15 =
>>tracks) =3D
>> >and
>> > 5
>> > >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
>>came
>> =3D
>> >back
>> > >>when bouncing the entire mix. That's where I'm at. I can always
=
>>do =3D
>> >the
>> > spdif
>> > >>bounce method...it's a real hassle because of the way my =
>>moitoring =3D
>> >and
>> > work
>> > >>flow is, but it's doable, and seems to work, but I'd like to get
>=
>>=3D
>> >this thing
>> > >>figured out.=3D20
>> > >>I've had it for today. Going to crash.
>> > >>Rod
>> > >>"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:
>> > >>>
>> > >>>Well, I THOUGHT I had my "bounce to disk" crackles whipped, but
>=
>>=3D
>> >they came
>> > >>>back. This time I re-patched and did a spdif bounce and that =
>>seemed
>> =3D
>> >to
>> > >cure
>> > >>>it. I havn't tried it yet with bounce to disk to verify that the
>=
>>=3D
>> >crackling
>> > >>>comes back, but I bet it will. I wonder what could be causing =
>>this?
>> =3D
>> >The
>> > >>last

---

>> > >>>time I did a fresh install of my system (via ghost) and it =
>>seemed =3D
>> >to get
>> > >>>rid of it, for a while. I'm going to try a bounce to disk and =
>>see =3D
>> >if the
>> > >>>crackles return.
>> > >>>The way my system is set up, because of space limitations, and
=
>>the
>> =3D
>> >fact
>> > >>that
>> > >>>I have to have my drums basically in the mix position (facing =
>>the =3D
>> >other
>> > >>way)
>> > >>>makes it A FREAKIN PITA to crawl behind the gear and unplug the
>=
>>=3D
>> >spdif
>> > cable
>> > >>>going to the DAC-1 and re-patch a cable loop. I accidently =3D
>> >unplugged something
>> > >>>while doing it, and had to rip abouat half the system out to =
>>find =3D
>> >it.
>> > ERRRRRRRRRRRRRRRR!
>> > >>>Rod
>> > >>
>> > >
>> >
>> >
>> >
>> >I choose Polesoft Lockspam to fight spam, and you?
>> >http://www.polesoft.com/refer.html  =20
>> >
>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>> ><HTML><HEAD>
>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>> >charset=3D3Diso-8859-1">
>> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>> ><STYLE></STYLE>
>> ></HEAD>
>> ><BODY bgColor=3D3D#ffffff>
>> ><DIV><FONT face=3D3DArial size=3D3D2>Hey Rod,</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>Do the crackles repeat =
>>themselves in =3D

>> >exactly the=3D20
>> >same places</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>on play back? If not, I'd look
=
>>at =3D
>> >
>> >hardware. Do they show up</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>in the waveform or are they to
=
>>low in =3D
>> >level? =3D20
>> ></FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>If you suspect hardware I'd =
>>think CPU,
>> =3D
>> ></FONT><FONT=3D20
>> >face=3D3DArial size=3D3D2>fan (make it cold!) or</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>power supply. Not in that =3D
>> >order. Start=3D20
>> >with </FONT><FONT face=3D3DArial size=3D3D2>the cheapest fixes =3D
>> >first.</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>Maybe you were right way back =
>>with the
>> =3D
>> >bad UAD=3D20
>> >assumption?</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>Still kickin' Paris =3D
>> >around,</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>> ><BLOCKQUOTE=3D20
>> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
=
>>=3D
>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> > <DIV>"Rod Lincoln" <<A=3D20
>> > =3D
>> =
>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>>&g=3D
>> >t;=3D20
>> > wrote in message <A=3D20
>> > =3D
>> =
>>>href=3D3D"news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>N=
>>eil=3D

>> >,=3D20
>> > thanks for your response. see my answers interleaved =3D
>> >below<BR>Rod<BR>"Neil"=3D20
>> > <<A href=3D3D"mailto:OIU@I.com">OIU@I.com</A>> =3D
>> >wrote:<BR>><BR>>This is=3D20
>> > weird... have you tried any of the following:<BR>><BR>>1.) pan=3D20
>> > everything to center, and then see if it still shows up<BR>>on the
>=
>>=3D
>> >left=3D20
>> > channel? or is the crackling then centered?<BR><BR>Everything =
>>Panned =3D
>> >Ctr still=3D20
>> > Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D
>> >bouncing=3D20
>> > dry/clean like<BR>>that, with everything panned as you normally =3D
>> >would for=3D20
>> > this<BR>>mix? This includes anything inserted across the=3D20
>> > 2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and =
>>external) =3D
>> >still=3D20
>> > Crackles<BR><BR>Bounce with no plugs...this does produce a crackle
>=
>>=3D
>> >free=3D20
>> > bounce. I tried this<BR>the first time it happened a couple weeks
=
>>ago,
>> =3D
>> >and=3D20
>> > thought I had it narrowed<BR>down to the UAD plugs. I re-ghosted =
>>=3D
>> >to a=3D20
>> > sys version that had an earlier<BR>UAD install (can't remember the
>=
>>=3D
>> >number, it=3D20
>> > had the Helios, but not the Neve<BR>88)and the crackles went away,
>=
>>so
>> =3D
>> >I=3D20
>> > thought it was a software rev that Paris<BR>didn't like, but just
=
>>to =3D
>> >be sure I=3D20
>> > reloaded the new version of the UAD software<BR>(the one with the
=

>>Neve
>> =3D
>> >
>> > 88) and it still didn't crackle. At that point I<BR>thought it =3D
>> >might be=3D20
>> > something else altogether and since I am in the middle<BR>of a =
>>mixing
>> =3D
>> >project=3D20
>> > that I'm using the Neve 88 plug on a lot (love what it<BR>does) I
=
>>just
>> =3D
>> >went=3D20
>> > for it, listening closely to bounces. I actually did 2<BR>bounces
=
>>of =3D
>> >every mix=3D20
>> > and listened back to both at the same time, out of phase<BR>with =
>>each
>> =3D
>> >other,=3D20
>> > to hear the difference, since the crackles appeared to =
>>be<BR>random.)
>> =3D
>> >There=3D20
>> > were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =
>>>=3D
>> >crackles on=3D20
>> > the other 3 (that I've done so far). I'm wondering now if<BR>it is
>=
>>a =3D
>> >UAD rev=3D20
>> > problem that only shows up after some wear and tear on the<BR>sys.
>=
>>I'm
>> =3D
>> >going=3D20
>> > to re-ghost and re-load the <BR>UAD software (Neve 88 ver) =
>>tommorrow =3D
>> >and see=3D20
>> > what happens.<BR>Just to reiterate...when I did a spdif bounce, =
>>even =3D
>> >with my=3D20
>> > system as it<BR>is tonight, there are no crackles. That's wierd. =
>>Also
>> =3D
>> >the=3D20

>> > crackles never<BR>show till listening to the bounced =3D
>> >file.<BR><BR>>3.)=3D20
>> > can you determine where the crackle rears it's ugly head?<BR>>IOW,
>=
>>=3D
>> >is it=3D20
>> > constant, more or less, or is it intermittent? If<BR>>it's =3D
>> >intermittent,=3D20
>> > does it seem to coincide with any particular<BR>>instrument or =3D
>> >track? For=3D20
>> > example, could it be a particular<BR>>plugin on the - let's say -
=
>>=3D
>> >cowbell=3D20
>> > track, which occurs though<BR>>most of the song, but not on =
>>the=3D20
>> > (confounded) bridge?<BR><BR>totally random...not in anyway =
>>associated
>> =3D
>> >with a=3D20
>> > particular instrument. Fairly<BR>study though, like a bowl of =
>>rice=3D20
>> > crispies.<BR><BR>>4.) mute/disconnect the right channel when =3D
>> >listening=3D20
>> > back to<BR>>the crackle-infested bounce to see if there's any =3D
>> >pattern that=3D20
>> > <BR>>might apply to (3) above?<BR><BR>none<BR><BR>>5.) Is =3D
>> >the=3D20
>> > crackle happening on ALL systems? IOW, have you<BR>>burned a CD of
>=
>>=3D
>> >the=3D20
>> > bounced tracks & played it back on a home<BR>>stereo, in your =3D
>> >car, on=3D20
>> > headphones, etc? Is it possible that<BR>>for some odd reason the =
>>=3D
>> >crackle is=3D20
>> > due to something in your<BR>>monitoring setup that isn't showing up
>=
>>=3D
>> >on=3D20
>> > regular playback, but<BR>>might be showing up on a rendered =3D
>> >file?<BR>This=3D20
>> > first came to my attention after I burned a CD of test mixes for =
>>=3D
>> >the<BR>client=3D20
>> > and he called me after he got home and listened on his system =3D
>> >(this<BR>was an=3D20

>> > audio CD)so I would say it happens on all systems...but I =
>>havn't=3D20
>> > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as well as
>=
>>my
>> =3D
>> >
>> > Mackie 824's. The 824's are hooked<BR>up thru the spdif out of =3D
>> >the mec=3D20
>> > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are =
>>hooked
>> =3D
>> >up thru=3D20
>> > 2 analogue outs from the Mec into a GFA power<BR>amp. Crackles =
>>exisist
>> =3D
>> >on the=3D20
>> > left channel on both sets of speakers.<BR>><BR>>6.) What happens =
>>=3D
>> >when=3D20
>> > you open up an older project that you<BR>>DIDN'T have this problem
>=
>>=3D
>> >on...?=3D20
>> > If you do a bounce with that,<BR>>does it sound as it did before,
=
>>=3D
>> >or does=3D20
>> > it now have the<BR>>crackles in it?<BR><BR>Not nearly as bad...No
=
>>=3D
>> >study=3D20
>> > diet of rice crispies, but there were a couple<BR>of crackles =
>>(random,
>> =3D
>> >I=3D20
>> > bounced twice and listen to both mixes out of phase,<BR>set =
>>markers =3D
>> >at the=3D20
>> > crackles, and verified by listening one at a time) This<BR>also =
>>leads
>> =3D
>> >me to=3D20
>> > believe it's some sort of ppj corruption brought on by the<BR>UAD
=
>>=3D
>> >stuff, only=3D20
>> > it happens over time, but I haven't been able to verify=3D20

---

>> > this<BR>yet.<BR><BR>7.) Have you tried physically swapping =3D
>> >your left=3D20
>> > speaker with<BR>>your right speaker?<BR>swapping speakers make =
>>no=3D20
>> > difference, swapping the cables leading to the<BR>speakers makes it
>=
>>=3D
>> >happen in=3D20
>> > the right speaker.<BR><BR>Just trying to think of things to =3D
>> >try &=3D20
>> > narrow it down by<BR>process of elimination.<BR><BR>I appreciate
=
>>=3D
>> >your=3D20
>> > thought process. If this makes a light go off for you,<BR>please =
>>let =3D
>> >me=3D20
>> > know.<BR><BR>Can you e-mail me an mp3 file of any song or =3D
>> >songs that=3D20
>> > it's<BR>doing this on? If so, send it to: neil =3D
>> >DOT=3D20
>> > henderson AT<BR>sbcglobal DOT net I'd be curious as to =3D
>> >what it=3D20
>> > sounds like.<BR><BR>will =3D
>> >Do<BR><BR>Neil<BR><BR><BR>"Rod=3D20
>> > Lincoln" <<A=3D20
>> > =3D
>> =
>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>>&g=3D
>> >t;=3D20
>> > wrote:<BR>>><BR>>>OK..I got everything hooked backk up and =3D
>> >sure=3D20
>> > enough, the crackle is back<BR>>>on bounce to disk...in the left =
>>=3D
>> >channel=3D20
>> > only, same as always. I tried panning<BR>>>everything oppisite, =3D
>> >crackle,=3D20
>> > tried lowering levels, crackle.<BR>>>When I took all the tracks =3D
>> >off the=3D20
>> > submixes except for the drums on submix<BR>>>1, there were NO =3D
>> >crackles.=3D20
>> > There were also NO crackles when bouncing audio<BR>>>from any =3D
>> >submix by=3D20
>> > itself. <BR>>>This is a 24 bit mix with 24 bit tracks, so I =3D
>> >tried=3D20
>> > (advice from Aaron)<BR>rendering<BR>>>some of the tracks to =3D
>> >16 bit.=3D20

>> > I rendered all the drums (15 tracks) and<BR>5<BR>>>other tracks =3D
>> >to 16=3D20
>> > bit, leaving 10 tracks at 24 bit...Crackles came back<BR>>>when =3D
>> >bouncing=3D20
>> > the entire mix. That's where I'm at. I can always do=3D20
>> > the<BR>spdif<BR>>>bounce method...it's a real hassle because of =3D
>> >the way=3D20
>> > my moitoring and<BR>work<BR>>>flow is, but it's doable, and =3D
>> >seems to=3D20
>> > work, but I'd like to get this thing<BR>>>figured out. =3D
>> ><BR>>>I've=3D20
>> > had it for today. Going to crash.<BR>>>Rod<BR>>>"Rod =3D
>> >Lincoln"=3D20
>> > <<A=3D20
>> > =3D
>> =
>>>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
>>/A>=3D
>> >>=3D20
>> > wrote:<BR>>>><BR>>>>Well, I THOUGHT I had my "bounce =3D
>> >to=3D20
>> > disk" crackles whipped, but they came<BR>>>>back. This time I =3D
>> >
>> > re-patched and did a spdif bounce and that seemed=3D20
>> > to<BR>>cure<BR>>>>it. I havn't tried it yet with bounce to =3D
>> >disk to=3D20
>> > verify that the crackling<BR>>>>comes back, but I bet it =3D
>> >will. I=3D20
>> > wonder what could be causing this? =3D
>> >The<BR>>>last<BR>>>>time I=3D20
>> > did a fresh install of my system (via ghost) and it seemed to=3D20
>> > get<BR>>>>rid of it, for a while. I'm going to try a bounce =3D
>> >to disk=3D20
>> > and see if the<BR>>>>crackles return.<BR>>>>The way =3D
>> >my=3D20
>> > system is set up, because of space limitations, and the=3D20
>> > fact<BR>>>that<BR>>>>I have to have my drums basically =3D
>> >in the=3D20
>> > mix position (facing the other<BR>>>way)<BR>>>>makes it =3D
>> >A=3D20
>> > FREAKIN PITA to crawl behind the gear and unplug the=3D20
>> > spdif<BR>cable<BR>>>>going to the DAC-1 and re-patch a cable =3D
>> >loop. I=3D20
>> > accidently unplugged something<BR>>>>while doing it, and had =3D
>> >to rip=3D20
>> > abouat half the system out to find=3D20
>> > =3D
>> >it.<BR>ERRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>>>><BR>>><BR></BLO=3D

---

>> >CKQUOTE>
>> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>spam, =3D
>> >and=3D20
>> >you?<BR><A=3D20
>> =
>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>>fer=3D
>> >.html</A> </FONT></DIV></BODY></HTML>
>> >
>> >
>>
>>
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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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>Okay Rod,</FONT></DIV>
>><DIV>
>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>How about one
>=
>>track with=20
>>the UAD plugs</FONT></DIV>
>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>that has a =
>>few rough spots=20
>>that are amplified</FONT></DIV>
>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>by the plugin
>=
>>
>>set?</FONT></DIV>
>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =

>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>Mute one =
>>track at a time to=20

>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>size=3D2>???</FONT></DIV>
>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>size=3D2>Tom</FONT></DIV></DIV>
>><BLOCKQUOTE=20
>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> <DIV>"Rod Lincoln" <<A=20
>> =

>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>t;=20
>> wrote in message <A=20
>> href=3D"news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I
>=
>>agree=20
>> with you, except that when I play back an old project that =
>>didn't<BR>have the=20
>> problem, it doesn't crackl, even with more tracks and the same =
>>plugs<BR>as the=20
>> ppj's that crackle. <BR>Rod<BR>"Tom Bruhl" <<A=20
>> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20
>> wrote:<BR>><BR>><BR>>Hey Rod,<BR>>Do the crackles repeat=20

>>not, I'd=20

>>they to=20
>> low in level? =3D20<BR>><BR>>If you suspect hardware I'd think =
>>CPU, fan=20

>>Start=20
>> with the cheapest fixes first.<BR>>Maybe you were right way back =
>>with the=20
>> bad UAD assumption?<BR>><BR>>Still kickin' Paris=20

>> =
>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>t;=20
>> wrote in message =

>> thanks for your response. see my answers interleaved =

>>href=3D"mailto:OIU@I.com">OIU@I.com</A>>=20

>>tried=20

>>everything=20

>>left=20

>>Everything=20

>>removing=20

>>>that,=20

>>>mix?=20

>> This includes anything inserted across the =

>> Bounce with No FX (Auxes, both internal and external) still=20

>>produce a=20

>>time it=20


>>to a sys=20

>>(can't remember=20
>> the number, it had the Helios, but not =

>> 88)and the crackles went away, so I thought it was a software rev=20

>>sure I=20
>> reloaded the new version of the =



>>

>>mixing=20
>> project that I'm using the Neve 88 plug on a lot (love =3D<BR>>what =
>>

>>bounces. I=20

>>listened=20

>>with each=20
>> other, to hear the difference, since the crackles appeared =
>>=3D<BR>>to=20

>>a=20

>>3 (that=20

>>is a UAD=20
>> rev problem that only shows up after some wear and tear=20

>>re-load=20

>>what=20

>>even=20

>>no=20
>> crackles. That's wierd. Also the crackles =


>>>3.)=20
>> can you determine where the crackle rears it's ugly =

>> >IOW, is it constant, more or less, or is it intermittent? =

>> >it's intermittent, does it seem to coincide with any=20

>>it be a=20

>>track, which=20

>>(confounded)=20

>>associated with a=20

>>like a bowl=20

>>mute/disconnect the=20

>>crackle-infested=20

>>apply to=20

>>>5.)=20

>> >burned a CD of the bounced tracks & played it back on a=20

>>possible=20

>>something in=20

>>regular=20


>>CD of=20

>>after he=20

>>an audio=20
>> CD)so I would say it happens on all systems...but I =3D<BR>>>havn't=20

>>NS 10's=20

>> up thru the spdif out of the mec to a DAC-1 to a PVC passive volume=20

>>analogue outs=20

>>Crackles exisist=20


>> >6.) What happens when you open up an older project that =

>> >DIDN'T have this problem on...? If you do a bounce with=20

>>have=20

>>as=20
>> bad...No study diet of rice crispies, but there were a=20

>>and listend=20

>>the=20
>> crackles, and verified by listening one at a=20

>>some sort=20

>>stuff, only it=20
>> happens over time, but I haven't been able to =3D<BR>>>verify=20

>>you=20

>>>your right=20

>>the=20

>>happen in the=20

>>think of=20


>>If this=20


>>file of=20

>>send it=20

>>>sbcglobal DOT=20

\>\>Lincoln"=20
\>\> <<A=20
\>\> =
\>\>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
\>\>t;=20

\>\>everything=20
\>\> hooked backk up and sure enough, the crackle =

\>\> \>\>on bounce to disk...in the left channel only, same as always. =
\>\>I=20

\>\>crackle,=20

\>\>the=20
\>\> tracks off the submixes except for the drums=20

\>\>crackles. There=20


\>\>a 24 bit=20
\>\> mix with 24 bit tracks, so I tried (advice from =


\>\>rendered=20

\>\>
\>\> \>\>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
\>\>

\>\>mix.=20


\>\>of the=20

\>\>\>\>flow=20
\>\> is, but it's doable, and seems to work, but I'd like to get =
\>\>=3D<BR>\>this=20

\>\>\>\>I've had it=20

\>\> \>\>"Rod Lincoln" <<A=20
\>\> =
\>\>href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A>=
\>\>\>=20

\>\>THOUGHT I=20
\>\> had my "bounce to disk" crackles whipped, but =3D<BR>\>they =

>> >>>back. This time I re-patched and did a spdif bounce and =
>>that=20

>>>>>it. I=20
>> havn't tried it yet with bounce to disk to verify that the=20

>>it will. I=20


>>my system=20

>>>>>rid of it,=20
>> for a while. I'm going to try a bounce to disk and see =3D<BR>>if=20

>>>>>The=20
>> way my system is set up, because of space limitations, and=20

>>>>>I=20
>> have to have my drums basically in the mix position (facing the=20

>>>>>makes it A=20
>> FREAKIN PITA to crawl behind the gear and unplug the=20

>>to the=20
>> DAC-1 and re-patch a cable loop. I accidently =3D<BR>>unplugged=20

>>abouat half=20



>>Polesoft=20
>> Lockspam to fight spam, and=20

>> <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
>> Transitional//EN"><BR>><HTML><HEAD><BR>><META=20
>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>> =3D<BR>>charset=3D3Diso-8859-1"><BR>><META =
>>content=3D3D"MSHTML=20
>> 6.00.2800.1400"=20
>> =
>>name=3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=
>>D><BR>><BODY=20
>> bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial =
>>size=3D3D2>Hey=20
>> Rod,</FONT></DIV><BR>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2>Do the crackles repeat themselves in =3D<BR>>exactly=20

>> the=3D20<BR>>same =
>>places</FONT></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>on play back? If not, I'd look at=20
>> =3D<BR>><BR>hardware. Do they show=20
>> up</FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
>> size=3D3D2>in the waveform or are they to low in =3D<BR>level?=20
>> =3D20<BR>></FONT></DIV><BR>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2></FONT> </DIV><BR>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2>If you suspect hardware I'd think=20
>> CPU,<BR>=3D<BR>></FONT><FONT=3D20<BR>>face=3D3DArial =
>>size=3D3D2>fan=20
>> (make it cold!) or</FONT></DIV><BR>><DIV><FONT =
>>
>> face=3D3DArial size=3D3D2>power supply. Not in that =
>>=3D<BR>>order.=20
>> Start=3D20<BR>>with </FONT><FONT face=3D3DArial =
>>size=3D3D2>the=20
>> cheapest fixes=20
>> =3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>Maybe you were right way back with=20
>> the<BR>=3D<BR>>bad=20
>> =
>>UAD=3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=
>>t;FONT=20
>> face=3D3DArial size=3D3D2></FONT> =
>></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>Still kickin' Paris=20
>> =3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =
>>
>> face=3D3DArial=20
>> size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2></FONT>=20
>> =
>></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =
>>0px;=20
>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 =
>>2px solid;=20


>> =
>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=


>> =
>>href=3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>Neil=

>>'>news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV>=

>> thanks for your response. see my answers interleaved=20

>><<A=20
>> href=3D3D"<A=20
>> =
>>href=3D'mailto:OIU@I.com">OIU@I.com</A'>mailto:OIU@I.com">OIU@I.com<=
>>;/A</A>>>=20
>> =3D<BR>>wrote:<BR>><BR>>This =

>> have you tried any of the following:<BR>><BR>>1.)=20

>>shows=20

>>is the=20
>> crackling then centered?<BR><BR>Everything Panned =
>>=3D<BR>>Ctr=20

>>removing ALL=20

>>dry/clean=20
>> like<BR>>that, with everything panned as you normally =
>>=3D<BR>>would=20

>>inserted=20

>>No FX=20
>> (Auxes, both internal and external) =

>> Crackles<BR><BR>Bounce with no plugs...this does produce a =
>>crackle=20

>>first time it=20

>>thought I had it=20
>> narrowed<BR>down to the UAD plugs. I re-ghosted =3D<BR>>to=20

>>install (can't=20

>>but not the=20
>> Neve<BR>88)and the crackles went away, =

>> thought it was a software rev that Paris<BR>didn't like, but =
>>just to=20

>>the UAD=20

>>88) and it=20
>> still didn't crackle. At that point I<BR>thought it =
>>=3D<BR>>might=20


>>that I'm=20
>> using the Neve 88 plug on a lot (love what it<BR>does) I=20

>>to bounces. I=20
>> actually did 2<BR>bounces of =3D<BR>>every =

>> listened back to both at the same time, out of phase<BR>with=20

>>since the=20
>> crackles appeared to =

>> were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =
>>

>>so far). I'm=20
>> wondering now if<BR>it is a =3D<BR>>UAD =

>> that only shows up after some wear and tear on the<BR>sys.=20

>>
>> <BR>UAD software (Neve 88 ver) tommorow =3D<BR>>and=20

>>I did a=20

>>it<BR>is=20
>> tonight, there are no crackles. That's wierd.=20

>>till=20
>> listening to the bounced=20

>>you=20
>> determine where the crackle rears it's ugly head?<BR>>IOW,=20

>>intermittent?=20

>>it seem to=20
>> coincide with any particular<BR>>instrument or =
>>=3D<BR>>track?=20

>>particular<BR>>plugin on=20

>>occurs=20
>> though<BR>>most of the song, but not on =

>> (confounded) bridge?<BR><BR>totally random...not in anyway =
>>

>>instrument.=20

>> crispies.<BR>>><BR>>>4.) mute/disconnect the right =
>>channel=20

>> crackle-infested bounce to see if there's any =3D<BR>>pattern=20

>> above?<BR><BR>none<BR>>><BR>>>5.) Is=20

>>IOW, have=20

>>bounced tracks=20
>> & played it back on a home<BR>>>stereo, in your =
>>=3D<BR>>>car,=20

>>that<BR>>>for some=20

>>something in=20
>> your<BR>>>monitoring setup that isn't showing up=20

>>but<BR>>>might be=20
>> showing up on a rendered =

>> came to my attention after I burned a CD of test mixes for=20

>>after he got=20
>> home and listened on his system =3D<BR>>>(this<BR>was=20

>>systems...but I=20

>>does happen=20

>>The 824's=20
>> are hooked<BR>up thru the spdif out of =3D<BR>>>the =

>> to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are=20

>>the Mec into=20
>> a GFA power<BR>amp. Crackles exisist<BR>=3D<BR>>>on =

>> left channel on both sets of speakers.<BR>>><BR>>>6.) =
>>What=20

>>project that=20

>> you<BR>>DIDN'T have this problem =

>> you do a bounce with that,<BR>>does it sound as it did =
>>before,=20

>>the<BR>>crackles in=20
>> it?<BR><BR>Not nearly as bad...No =

>> diet of rice crispies, but there were a couple<BR>of crackles=20

>>to both=20
>> mixes out of phase,<BR>set markers =3D<BR>>at =

>> crackles, and verified by listening one at a time) This<BR>also=20

>>ppj=20
>> corruption brought on by the<BR>UAD =3D<BR>>stuff,=20

>>to=20

>>this<BR>yet.<BR>><BR>>7.) Have=20

>>speaker=20
>> with<BR>>your right speaker?<BR>swapping speakers make=20


>>the right=20
>> speaker.<BR>><BR>>Just trying to think of things to=20

>>by<BR>>process of=20
>> elimination.<BR><BR>I appreciate =

>> thought process. If this makes a light go off for you,<BR>please =
>>let=20

>>you e-mail=20

>>
>> it's<BR>>doing this on? If so, send it to: neil=20

>>DOT net I'd=20

>> like.<BR><BR>will=20
>> =
>>=3D<BR>>Do<BR>><BR>>Neil<BR>><BR>>=


>> =

>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

>> wrote:<BR>>><BR>>>OK..I got everything hooked =
>>backk up=20

>> back<BR>>>on bounce to disk...in the left=20

>> panning<BR>>>everything oppisite,=20

>> crackle.<BR>>>When I took all the tracks =3D<BR>>off=20

>> submix<BR>>>1, there were NO =

>> There were also NO crackles when bouncing audio<BR>>>from =
>>any=20

>>is a 24 bit=20

>>(advice from=20
>> Aaron)<BR>>rendering<BR>>>some of the tracks to=20

>>tracks)=20
>> and<BR>5<BR>>>other tracks =3D<BR>>to =

>> bit, leaving 10 tracks at 24 bit...Crackles came =
>>back<BR>>>when=20

>>I'm at. I can=20

>>the<BR>spdif<BR>>>bounce=20
>> method...it's a real hassle because of =3D<BR>>the =

>> moitoring and<BR>work<BR>>>flow is, but it's doable, =
>>and=20

>> thing<BR>>>figured out.=20

>>Going to=20
>> crash.<BR>>>Rod<BR>>>"Rod=20

>> =3D<BR>>href=3D3D"<A=20
>> =
>>href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=
>>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=

>> wrote:<BR>>>><BR>>>>Well, I THOUGHT I =
>>had my=20

>>they=20

>>re-patched=20

>> to<BR>>cure<BR>>>>>it. I havn't tried it yet =
>>with=20

>> crackling<BR>>>>>comes back, but I bet it =
>>=3D<BR>>will.=20

>> =3D<BR>>The<BR>>>>last<BR>>>>>time=20

>>it seemed=20

>>I'm going=20

>> the<BR>>>>>crackles return.<BR>>>>>The way =
>>

>>limitations,=20

>>fact<BR>>>>that<BR>>>>>I=20

>>mix position=20
>> (facing the other<BR>>>>way)<BR>>>>>makes it=20

>>and unplug=20

>>to the=20

>>accidently=20
>> unplugged something<BR>>>>>while doing it, and had =
>>=3D<BR>>to=20


>> =
>>=3D<BR>>it.<BR>ERRRRRRRRRRRRRRRRR!<BR>>>>>Rod<BR=
>>>>><BR>><BR></BLO=3D<BR>>CKQUOTE><BR>>=
>>;<DIV><FONT=20
>> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>spam,=20
>> =
>>=3D<BR>>and=3D20<BR>>you?<BR><A=3D20<BR>>href=3D3D "<A=20
>> =
>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>>=3D<BR>>.html</A>=20

>> =
>></FONT></DIV></BODY></HTML><BR>><BR>><BR></=
>>BLOCKQUOTE></BODY></HTML>
>>
>>
>

---

## Subject: Re: Crackles are back...not on SPDIF though
Posted by Rod Lincoln on Mon, 05 Nov 2007 18:29:31 GMT

The UAD version with the Helios (pre Neve 88) seems to be OK...unless I'm
missing something. I've been bouncing every mix  twice (not 3 times yet)
and till this past weekend that has worked, it got too bad for the on Sat.
When I did a spdif bounce however, there were no crackles. I know, your saying,
just do spdif bounces. I can do that, but it's a huge hassle as I'm set up
to monitor thru my spdif into the DAC-1 and the way my gear is setup I have
to break both my neck and arms and pull a Houdini to get to it. When I did
it for a test this weekend, I accidently unplugged a cable somewhere in the
mess and it took about 3 hr to get everything taken apart and put back together
to fix it.
Rod

"Tom Bruhl" <arpegio@comcast.net> wrote:
>
>
>Rod,
>Have you tried mixing the song three times to see if you get lucky?
>Stupid I know.
>
>Smells like hardware or UAD rev incompatablity to me.  I had been using
>the Helios rev (4.4?) with no mixdown crackles.  I hope to get back at =
>it shortly too.
>
>Aren't there buffer settings you can adjust in the UAD to address this?
>Might give that a try.
>Good luck,
>Tom
>
>  "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
>news:472f3e51$1@linux...
>
>  Tom, I've already done that. It's not that. It's definiatly something
=
>that
>  only shows up on the bounced to disk file. Also it's totally random =
>and not

---

> at all related to any single audio event.=20
> Rod
> "Tom Bruhl" <arpegio@comcast.net> wrote:
> >
> >
> >Okay Rod,
> >How about one track with the UAD plugs
> >that has a few rough spots that are amplified
> >by the plugin set?
> >
> >Mute one track at a time to find it.  PITA for sure.
> >???
> >Tom
> > "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
> >news:472f2455$1@linux...
> >
> > I agree with you, except that when I play back an old project that
=
>=3D
> >didn't
> > have the problem, it doesn't crackl, even with more tracks and the
=
>=3D
> >same plugs
> > as the ppj's that crackle.=3D20
> > Rod
> > "Tom Bruhl" <arpegio@comcast.net> wrote:
> > >
> > >
> > >Hey Rod,
> > >Do the crackles repeat themselves in exactly the same places
> > >on play back?  If not, I'd look at hardware.  Do they show up
> > >in the waveform or are they to low in level? =3D3D20
> > >
> > >If you suspect hardware I'd think CPU, fan (make it cold!) or
> > >power supply.  Not in that order.  Start with the cheapest fixes =
>=3D
> >first.
> > >Maybe you were right way back with the bad UAD assumption?
> > >
> > >Still kickin' Paris around,
> > >Tom
> > >
> > > "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D3D
> > >news:472e82a3$1@linux...
> > >
> > > Neil, thanks for your response. see my answers interleaved below
> > > Rod

---

> > > "Neil" <OIU@I.com> wrote:
> > > >
> > > >This is weird... have you tried any of the following:
> > > >
> > > >1.) pan everything to center, and then see if it still shows up
> > > >on the left channel? or is the crackling then centered?
> > >
> > > Everything Panned Ctr still Crackles
> > > >
> > > >2.) removing ALL plugins & EFX, and bouncing dry/clean like
> > > >that, with everything panned as you normally would for this
> > > >mix? This includes anything inserted across the 2-buss.
> > >
> > > Bounce with No FX (Auxes, both internal and external) still =3D
> >Crackles
> > >
> > > Bounce with no plugs...this does produce a crackle free bounce.
=
>I =3D
> >=3D3D
> > >tried this
> > > the first time it happened a couple weeks ago, and thought I had
=
>it
> =3D
> > =3D3D
> > >narrowed
> > > down to the UAD plugs. I re-ghosted to a sys version that had an
=
>=3D
> >=3D3D
> > >earlier
> > > UAD install (can't remember the number, it had the Helios, but =
>not
> =3D
> >the
> > =3D3D
> > >Neve
> > > 88)and the crackles went away, so I thought it was a software =
>rev =3D
> >that
> > =3D3D
> > >Paris
> > > didn't like, but just to be sure I reloaded the new version of =
>the
> =3D
> >UAD
> > =3D3D

> > >software
> > > (the one with the Neve 88)  and it still didn't crackle. At that
=
>=3D
> >point
> > =3D3D
> > >I
> > > thought it might be something else altogether and since I am in
=
>the
> =3D
> >=3D3D
> > >middle
> > > of a mixing project that I'm using the Neve 88 plug on a lot =
>(love
> =3D
> >=3D3D
> > >what it
> > > does) I just went for it, listening closely to bounces. I =
>actually
> =3D
> >did
> > =3D3D
> > >2
> > > bounces of every mix and listened back to both at the same time,
=
>=3D
> >out =3D3D
> > >of phase
> > > with each other, to hear the difference, since the crackles =3D
> >appeared =3D3D
> > >to be
> > > random.) There were maybe 1 or 2 crackles per song on a couple =
>=3D
> >songs,
> > =3D3D
> > >and
> > > no crackles on the other 3 (that I've done so far). I'm =
>wondering =3D
> >now
> > =3D3D
> > >if
> > > it is a UAD rev problem that only shows up after some wear and =
>tear
> =3D
> >on
> > =3D3D
> > >the

> > > sys. I'm going to re-ghost and re-load the=3D3D20
> > > UAD software (Neve 88 ver) tommorrow and see what happens.
> > > Just to reiterate...when I did a spdif bounce, even with my =
>system
> =3D
> >as
> > =3D3D
> > >it
> > > is tonight, there are no crackles. That's wierd. Also the =
>crackles
> =3D
> >=3D3D
> > >never
> > > show till listening to the bounced file.
> > > >
> > > >3.) can you determine where the crackle rears it's ugly head?
> > > >IOW, is it constant, more or less, or is it intermittent? If
> > > >it's intermittent, does it seem to coincide with any particular
> > > >instrument or track? For example, could it be a particular
> > > >plugin on the - let's say - cowbell track, which occurs though
> > > >most of the song, but not on the (confounded) bridge?
> > >
> > > totally random...not in anyway associated with a particular =
>=3D3D
> > >instrument. Fairly
> > > study though, like a bowl of rice crispies.
> > > >
> > > >4.) mute/disconnect the right channel when listening back to
> > > >the crackle-infested bounce to see if there's any pattern =3D
> >that=3D3D20
> > > >might apply to (3) above?
> > >
> > > none
> > > >
> > > >5.) Is the crackle happening on ALL systems? IOW, have you
> > > >burned a CD of the bounced tracks & played it back on a home
> > > >stereo, in your car, on headphones, etc? Is it possible that
> > > >for some odd reason the crackle is due to something in your
> > > >monitoring setup that isn't showing up on regular playback, but
> > > >might be showing up on a rendered file?
> > > This first came to my attention after I burned a CD of test =
>mixes =3D
> >for
> > =3D3D
> > >the
> > > client and he called me after he got home and listened on his =
>=3D
> >system =3D3D3D

---

> > >(this
> > > was an audio CD)so I would say it happens on all systems...but I
=
>=3D
> >=3D3D
> > >havn't burnt
> > > another CD yet.
> > > It does happen on my NS 10's as well as my Mackie 824's. The =
>824's
> =3D
> >=3D3D
> > >are hooked
> > > up thru the spdif out of the mec to a DAC-1 to a PVC passive =
>volume
> =3D
> >=3D3D
> > >control.
> > > The NS 10's are hooked up thru 2 analogue outs from the Mec into
=
>a
> =3D
> >GFA
> > =3D3D
> > >power
> > > amp. Crackles exisist on the left channel on both sets of =
>speakers.
> > > >
> > > >6.) What happens when you open up an older project that you
> > > >DIDN'T have this problem on...? If you do a bounce with that,
> > > >does it sound as it did before, or does it now have the
> > > >crackles in it?
> > >
> > > Not nearly as bad...No study diet of rice crispies, but there =
>were
> =3D
> >a =3D3D
> > >couple
> > > of crackles (random, I bounced twice and listen to both mixes =
>out
> =3D
> >of
> > =3D3D
> > >phase,
> > > set markers at the crackles, and verified by listening one at a
=
>=3D
> >time)
> > =3D3D

---

> > >This
> > > also leads me to believe it's some sort of ppj corruption =
>brought =3D
> >on =3D3D
> > >by the
> > > UAD stuff, only it happens over time, but I haven't been able to
=
>=3D
> >=3D3D
> > >verify this
> > > yet.
> > > >
> > > >7.) Have you tried physically swapping your left speaker with
> > > >your right speaker?
> > > swapping speakers make no difference, swapping the cables =
>leading =3D
> >to =3D3D
> > >the
> > > speakers makes it happen in the right speaker.
> > > >
> > > >Just trying to think of things to try & narrow it down by
> > > >process of elimination.
> > >
> > > I appreciate your thought process. If this makes a light go off
=
>for
> =3D
> >=3D3D
> > >you,
> > > please let me know.
> > > >
> > > >Can you e-mail me an mp3 file of any song or songs that it's
> > > >doing this on? If so, send it to:   neil  DOT henderson AT
> > > >sbcglobal DOT net   I'd be curious as to what it sounds like.
> > >
> > > will Do
> > > >
> > > >Neil
> > > >
> > > >
> > > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
> > > >>
> > > >>OK..I got everything hooked backk up and sure enough, the =
>crackle
> =3D
> >is
> > =3D3D
> > >back

> > > >>on bounce to disk...in the left channel only, same as always.
=
>I =3D
> >=3D3D
> > >tried panning
> > > >>everything oppisite, crackle, tried lowering levels, crackle.
> > > >>When I took all the tracks off the submixes except for the =
>drums
> =3D
> >on
> > =3D3D
> > >submix
> > > >>1, there were NO crackles. There were also NO crackles when =
>=3D
> >bouncing
> > =3D3D
> > >audio
> > > >>from any submix by itself.=3D3D20
> > > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice =
>from
> =3D
> >=3D3D
> > >Aaron)
> > > >rendering
> > > >>some of the tracks to 16 bit. I rendered all the drums (15 =3D
> >tracks) =3D3D
> > >and
> > > 5
> > > >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles
=
>=3D
> >came
> > =3D3D
> > >back
> > > >>when bouncing the entire mix. That's where I'm at. I can =
>always =3D
> >do =3D3D
> > >the
> > > spdif
> > > >>bounce method...it's a real hassle because of the way my =3D
> >moitoring =3D3D
> > >and
> > > work
> > > >>flow is, but it's doable, and seems to work, but I'd like to =
>get
> =3D
> >=3D3D
> > >this thing

> > > >>figured out.=3D3D20
> > > >>I've had it for today. Going to crash.
> > > >>Rod
> > > >>"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:
> > > >>>
> > > >>>Well, I THOUGHT I had my "bounce to disk" crackles whipped, =
>but
> =3D
> >=3D3D
> > >they came
> > > >>>back. This time I re-patched and did a spdif bounce and that
=
>=3D
> >seemed
> > =3D3D
> > >to
> > > >cure
> > > >>>it. I havn't tried it yet with bounce to disk to verify that
=
>the
> =3D
> >=3D3D
> > >crackling
> > > >>>comes back, but I bet it will. I wonder what could be causing
=
>=3D
> >this?
> > =3D3D
> > >The
> > > >>last
> > > >>>time I did a fresh install of my system (via ghost) and it =
>=3D
> >seemed =3D3D
> > >to get
> > > >>>rid of it, for a while. I'm going to try a bounce to disk and
=
>=3D
> >see =3D3D
> > >if the
> > > >>>crackles return.
> > > >>>The way my system is set up, because of space limitations, =
>and =3D
> >the
> > =3D3D
> > >fact
> > > >>that
> > > >>>I have to have my drums basically in the mix position (facing
=

>=3D
> >the =3D3D
> > >other
> > > >>way)
> > > >>>makes it A FREAKIN PITA to crawl behind the gear and unplug =
>the
> =3D
> >=3D3D
> > >spdif
> > > cable
> > > >>>going to the DAC-1 and re-patch a cable loop. I accidently =
>=3D3D
> > >unplugged something
> > > >>>while doing it, and had to rip abouat half the system out to
=
>=3D
> >find =3D3D
> > >it.
> > > ERRRRRRRRRRRRRRRR!
> > > >>>Rod
> > > >>
> > > >
> > >
> > >
> > >
> > >I choose Polesoft Lockspam to fight spam, and you?
> > >http://www.polesoft.com/refer.html  =3D20
> > >
> > ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> > ><HTML><HEAD>
> > ><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
>=3D3D
> > >charset=3D3D3Diso-8859-1">
> > ><META content=3D3D3D"MSHTML 6.00.2800.1400" name=3D3D3DGENERATOR>
> > ><STYLE></STYLE>
> > ></HEAD>
> > ><BODY bgColor=3D3D3D#ffffff>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Hey Rod,</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Do the crackles repeat =
>=3D
> >themselves in =3D3D
> > >exactly the=3D3D20
> > >same places</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>on play back? If not, I'd
=
>look =3D
> >at =3D3D
> > >

> > >hardware. Do they show up</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>in the waveform or are =
>they to =3D
> >low in =3D3D
> > >level? =3D3D20
> > ></FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>If you suspect hardware =
>I'd =3D
> >think CPU,
> > =3D3D
> > ></FONT><FONT=3D3D20
> > >face=3D3D3DArial size=3D3D3D2>fan (make it cold!) or</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>power supply. Not in that
=
>=3D3D
> > >order. Start=3D3D20
> > >with </FONT><FONT face=3D3D3DArial size=3D3D3D2>the cheapest fixes
=
>=3D3D
> > >first.</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Maybe you were right way
=
>back =3D
> >with the
> > =3D3D
> > >bad UAD=3D3D20
> > >assumption?</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Still kickin' Paris =3D3D
> > >around,</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > ><BLOCKQUOTE=3D3D20
> > >style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
>5px; =3D
> >=3D3D
> > >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > > <DIV>"Rod Lincoln" <<A=3D3D20
> > > =3D3D
> > =3D
> =
>>>href=3D3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
></A=3D
> >>&g=3D3D
> > >t;=3D3D20
> > > wrote in message <A=3D3D20
> > > =3D3D

> > =3D
> =
>>>href=3D3D3D"news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><B=
>R>N=3D
> >eil=3D3D
> > >,=3D3D20
> > > thanks for your response. see my answers interleaved =3D3D
> > >below<BR>Rod<BR>"Neil"=3D3D20
> > > <<A href=3D3D3D"mailto:OIU@I.com">OIU@I.com</A>> =3D3D
> > >wrote:<BR>><BR>>This is=3D3D20
> > > weird... have you tried any of the following:<BR>><BR>>1.) =
>pan=3D3D20
> > > everything to center, and then see if it still shows up<BR>>on =
>the
> =3D
> >=3D3D
> > >left=3D3D20
> > > channel? or is the crackling then centered?<BR><BR>Everything =
>=3D
> >Panned =3D3D
> > >Ctr still=3D3D20
> > > Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D3D
> > >bouncing=3D3D20
> > > dry/clean like<BR>>that, with everything panned as you normally
=
>=3D3D
> > >would for=3D3D20
> > > this<BR>>mix? This includes anything inserted across the=3D3D20
> > > 2-buss.<BR>><BR>>Bounce with No FX (Auxes, both internal and =3D
> >external) =3D3D
> > >still=3D3D20
> > > Crackles<BR><BR>Bounce with no plugs...this does produce a =
>crackle
> =3D
> >=3D3D
> > >free=3D3D20
> > > bounce. I tried this<BR>the first time it happened a couple =
>weeks =3D
> >ago,
> > =3D3D
> > >and=3D3D20
> > > thought I had it narrowed<BR>down to the UAD plugs. I re-ghosted
=
>=3D
> >=3D3D
> > >to a=3D3D20
> > > sys version that had an earlier<BR>UAD install (can't remember =
>the

> =3D
> >=3D3D
> > >number, it=3D3D20
> > > had the Helios, but not the Neve<BR>88)and the crackles went =
>away,
> =3D
> >so
> > =3D3D
> > >I=3D3D20
> > > thought it was a software rev that Paris<BR>didn't like, but =
>just =3D
> >to =3D3D
> > >be sure I=3D3D20
> > > reloaded the new version of the UAD software<BR>(the one with =
>the =3D
> >Neve
> > =3D3D
> > >
> > > 88) and it still didn't crackle. At that point I<BR>thought it =
>=3D3D
> > >might be=3D3D20
> > > something else altogether and since I am in the middle<BR>of a =
>=3D
> >mixing
> > =3D3D
> > >project=3D3D20
> > > that I'm using the Neve 88 plug on a lot (love what it<BR>does)
=
>I =3D
> >just
> > =3D3D
> > >went=3D3D20
> > > for it, listening closely to bounces. I actually did =
>2<BR>bounces =3D
> >of =3D3D
> > >every mix=3D3D20
> > > and listened back to both at the same time, out of phase<BR>with
=
>=3D
> >each
> > =3D3D
> > >other,=3D3D20
> > > to hear the difference, since the crackles appeared to =3D
> >be<BR>random.)
> > =3D3D
> > >There=3D3D20
> > > were maybe 1 or 2 crackles per song on a couple songs, and<BR>no
=

>=3D
> >=3D3D
> > >crackles on=3D3D20
> > > the other 3 (that I've done so far). I'm wondering now if<BR>it
=
>is
> =3D
> >a =3D3D
> > >UAD rev=3D3D20
> > > problem that only shows up after some wear and tear on =
>the<BR>sys.
> =3D
> >I'm
> > =3D3D
> > >going=3D3D20
> > > to re-ghost and re-load the <BR>UAD software (Neve 88 ver) =3D
> >tommorrow =3D3D
> > >and see=3D3D20
> > > what happens.<BR>Just to reiterate...when I did a spdif bounce,
=
>=3D
> >even =3D3D
> > >with my=3D3D20
> > > system as it<BR>is tonight, there are no crackles. That's wierd.
=
>=3D
> >Also
> > =3D3D
> > >the=3D3D20
> > > crackles never<BR>show till listening to the bounced =3D3D
> > >file.<BR>>3.)=3D3D20
> > > can you determine where the crackle rears it's ugly =
>head?<BR>>IOW,
> =3D
> >=3D3D
> > >is it=3D3D20
> > > constant, more or less, or is it intermittent? If<BR>>it's =3D3D
> > >intermittent,=3D3D20
> > > does it seem to coincide with any particular<BR>>instrument or =
>=3D3D
> > >track? For=3D3D20
> > > example, could it be a particular<BR>>plugin on the - let's say
=
>- =3D
> >=3D3D
> > >cowbell=3D3D20
> > > track, which occurs though<BR>>most of the song, but not on =3D
> >the=3D3D20

---

> > > (confounded) bridge?<BR><BR>totally random...not in anyway =3D
> >associated
> > =3D3D
> > >with a=3D3D20
> > > particular instrument. Fairly<BR>study though, like a bowl of =
>=3D
> >rice=3D3D20
> > > crispies.<BR>><BR>>4.) mute/disconnect the right channel when =
>=3D3D
> > >listening=3D3D20
> > > back to<BR>>the crackle-infested bounce to see if there's any =
>=3D3D
> > >pattern that=3D3D20
> > > <BR>>might apply to (3) above?<BR><BR>none<BR>><BR>>5.) Is =3D3D
> > >the=3D3D20
> > > crackle happening on ALL systems? IOW, have you<BR>>burned a CD
=
>of
> =3D
> >=3D3D
> > >the=3D3D20
> > > bounced tracks & played it back on a home<BR>>stereo, in your =
>=3D3D
> > >car, on=3D3D20
> > > headphones, etc? Is it possible that<BR>>for some odd reason the
=
>=3D
> >=3D3D
> > >crackle is=3D3D20
> > > due to something in your<BR>monitoring setup that isn't showing
=
>up
> =3D
> >=3D3D
> > >on=3D3D20
> > > regular playback, but<BR>>might be showing up on a rendered =
>=3D3D
> > >file?<BR>This=3D3D20
> > > first came to my attention after I burned a CD of test mixes for
=
>=3D
> >=3D3D
> > >the<BR>client=3D3D20
> > > and he called me after he got home and listened on his system =
>=3D3D
> > >(this<BR>was an=3D3D20
> > > audio CD)so I would say it happens on all systems...but I =3D
> >havn't=3D3D20

---

> > > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as well
=
>as
> =3D
> >my
> > =3D3D
> > >
> > > Mackie 824's. The 824's are hooked<BR>up thru the spdif out of =
>=3D3D
> > >the mec=3D3D20
> > > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are =
>=3D
> >hooked
> > =3D3D
> > >up thru=3D3D20
> > > 2 analogue outs from the Mec into a GFA power<BR>amp. Crackles =
>=3D
> >exisist
> > =3D3D
> > >on the=3D3D20
> > > left channel on both sets of speakers.<BR>><BR>>6.) What happens
=
>=3D
> >=3D3D
> > >when=3D3D20
> > > you open up an older project that you<BR>>DIDN'T have this =
>problem
> =3D
> >=3D3D
> > >on...?=3D3D20
> > > If you do a bounce with that,<BR>>does it sound as it did =
>before, =3D
> >=3D3D
> > >or does=3D3D20
> > > it now have the<BR>>crackles in it?<BR><BR>Not nearly as =
>bad...No =3D
> >=3D3D
> > >study=3D3D20
> > > diet of rice crispies, but there were a couple<BR>of crackles =
>=3D
> >(random,
> > =3D3D
> > >I=3D3D20
> > > bounced twice and listend to both mixes out of phase,<BR>set =3D
> >markers =3D3D
> > >at the=3D3D20
> > > crackles, and verified by listening one at a time) This<BR>also
=

>=3D
> >leads
> > =3D3D
> > >me to=3D3D20
> > > believe it's some sort of ppj corruption brought on by =
>the<BR>UAD =3D
> >=3D3D
> > >stuff, only=3D3D20
> > > it happens over time, but I haven't been able to verify=3D3D20
> > > this<BR>yet.<BR><BR>>7.) Have you tried physically swapping =
>=3D3D
> > >your left=3D3D20
> > > speaker with<BR>>your right speaker?<BR>swapping speakers make =
>=3D
> >no=3D3D20
> > > difference, swapping the cables leading to the<BR>speakers makes
=
>it
> =3D
> >=3D3D
> > >happen in=3D3D20
> > > the right speaker.<BR>>>Just trying to think of things to =
>=3D3D
> > >try &=3D3D20
> > > narrow it down by<BR>>process of elimination.<BR><BR>I =
>appreciate =3D
> >=3D3D
> > >your=3D3D20
> > > thought process. If this makes a light go off for you,<BR>please
=
>=3D
> >let =3D3D
> > >me=3D3D20
> > > know.<BR>>>Can you e-mail me an mp3 file of any song or =
>=3D3D
> > >songs that=3D3D20
> > > it's<BR>>doing this on? If so, send it to: neil =3D3D
> > >DOT=3D3D20
> > > henderson AT<BR>sbcglobal DOT net I'd be curious as to =3D3D
> > >what it=3D3D20
> > > sounds like.<BR><BR>will =3D3D
> > >Do<BR><BR>Neil<BR><BR><BR>"Rod=3D3D20
> > > Lincoln" <<A=3D3D20
> > > =3D3D
> > =3D
> =
>>>href=3D3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
></A=3D

> >>&g=3D3D
> > >t;=3D3D20
> > > wrote:<BR>>><BR>>>OK..I got everything hooked backk up and =3D3D
> > >sure=3D3D20
> > > enough, the crackle is back<BR>>>on bounce to disk...in the left
=
>=3D
> >=3D3D
> > >channel=3D3D20
> > > only, same as always. I tried panning<BR>>>everything oppisite,
=
>=3D3D
> > >crackle,=3D3D20
> > > tried lowering levels, crackle.<BR>>>When I took all the tracks
=
>=3D3D
> > >off the=3D3D20
> > > submixes except for the drums on submix<BR>>>1, there were NO =
>=3D3D
> > >crackles.=3D3D20
> > > There were also NO crackles when bouncing audio<BR>>>from any =
>=3D3D
> > >submix by=3D3D20
> > > itself. <BR>>>This is a 24 bit mix with 24 bit tracks, so I =
>=3D3D
> > >tried=3D3D20
> > > (advice from Aaron)<BR>>rendering<BR>>>some of the tracks to =
>=3D3D
> > >16 bit.=3D3D20
> > > I rendered all the drums (15 tracks) and<BR>5<BR>>>other tracks
=
>=3D3D
> > >to 16=3D3D20
> > > bit, leaving 10 tracks at 24 bit...Crackles came back<BR>>>when
=
>=3D3D
> > >bouncing=3D3D20
> > > the entire mix. That's where I'm at. I can always do=3D3D20
> > > the<BR>spdif<BR>>>bounce method...it's a real hassle because of
=
>=3D3D
> > >the way=3D3D20
> > > my moitoring and<BR>work<BR>>>flow is, but it's doable, and =
>=3D3D
> > >seems to=3D3D20
> > > work, but I'd like to get this thing<BR>>>figured out. =3D3D
> > ><BR>>>I've=3D3D20
> > > had it for today. Going to crash.<BR>>>Rod<BR>>>"Rod =3D3D

> > >Lincoln"=3D3D20
> > > <<A=3D3D20
> > > =3D3D
> > =3D
> =
>>>href=3D3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.c=
>om<=3D
> >/A>=3D3D
> > >>=3D3D20
> > > wrote:<BR>>>>><BR>>>>>Well, I THOUGHT I had my "bounce =3D3D
> > >to=3D3D20
> > > disk" crackles whipped, but they came<BR>>>>>back. This time I =
>=3D3D
> > >
> > > re-patched and did a spdif bounce and that seemed=3D3D20
> > > to<BR>>cure<BR>>>>>it. I havn't tried it yet with bounce to =3D3D
> > >disk to=3D3D20
> > > verify that the crackling<BR>>>>>comes back, but I bet it =3D3D
> > >will. I=3D3D20
> > > wonder what could be causing this? =3D3D
> > >The<BR>>>>last<BR>>>>>time I=3D3D20
> > > did a fresh install of my system (via ghost) and it seemed =
>to=3D3D20
> > > get<BR>>>>>rid of it, for a while. I'm going to try a bounce =
>=3D3D
> > >to disk=3D3D20
> > > and see if the<BR>>>>>crackles return.<BR>>>>>The way =3D3D
> > >my=3D3D20
> > > system is set up, because of space limitations, and the=3D3D20
> > > fact<BR>>>>that<BR>>>>>I have to have my drums basically =3D3D
> > >in the=3D3D20
> > > mix position (facing the other<BR>>>>way)<BR>>>>>makes it =3D3D
> > >A=3D3D20
> > > FREAKIN PITA to crawl behind the gear and unplug the=3D3D20
> > > spdif<BR>cable<BR>>>>>going to the DAC-1 and re-patch a cable =
>=3D3D
> > >loop. I=3D3D20
> > > accidently unplugged something<BR>>>>>while doing it, and had =
>=3D3D
> > >to rip=3D3D20
> > > abouat half the system out to find=3D3D20
> > > =3D3D
> > >it.<BR>ERRRRRRRRRRRRRRRRR!<BR>>>>>Rod<BR>>>><BR>><BR></BLO=3D3D
> > >CKQUOTE>
> > ><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to =
>fight =3D
> >spam, =3D3D
> > >and=3D3D20

> > >you?<BR><A=3D3D20
> > =3D
> =
>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com=
>/re=3D
> >fer=3D3D
> > >.html</A> </FONT></DIV></BODY></HTML>
> > >
> > >
> >
> >
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> ><HTML><HEAD>
> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
> >charset=3D3Diso-8859-1">
> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D3D#ffffff>
> ><DIV><FONT face=3D3DArial size=3D3D2>Okay Rod,</FONT></DIV>
> ><DIV>
> ><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 size=3D3D2>How
=
>about one
> =3D
> >track with=3D20
> >the UAD plugs</FONT></DIV>
> ><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 size=3D3D2>that
=
>has a =3D
> >few rough spots=3D20
> >that are amplified</FONT></DIV>
> ><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 size=3D3D2>by =
>the plugin
> =3D
> >
> >set?</FONT></DIV>
> ><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
> >size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 size=3D3D2>Mute
=
>one =3D
> >track at a time to=3D20
> >find it. PITA for sure.</FONT></DIV>
> ><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
> >size=3D3D2>???</FONT></DIV>
> ><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
> >size=3D3D2>Tom</FONT></DIV></DIV>

> ><BLOCKQUOTE=3D20
> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>=3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >  <DIV>"Rod Lincoln" <<A=3D20
> >  =3D
>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>&g=3D
> >t;=3D20
> >  wrote in message <A=3D20
> >  =
>href=3D3D"news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I
> =3D
> >agree=3D20
> >  with you, except that when I play back an old project that =3D
> >didn't<BR>have the=3D20
> >  problem, it doesn't crackl, even with more tracks and the same =3D
> >plugs<BR>as the=3D20
> >  ppj's that crackle. <BR>Rod<BR>"Tom Bruhl" <<A=3D20
> >  href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20
> >  wrote:<BR>><BR>><BR>>Hey Rod,<BR>>Do the crackles repeat=3D20
> >  themselves in exactly the same places<BR>>on play back? If =3D
> >not, I'd=3D20
> >  look at hardware. Do they show up<BR>>in the waveform or are =3D
> >they to=3D20
> >  low in level? =3D3D20<BR>><BR>>If you suspect hardware I'd think =
>=3D
> >CPU, fan=3D20
> >  (make it cold!) or<BR>>power supply. Not in that order. =3D
> >Start=3D20
> >  with the cheapest fixes first.<BR>>Maybe you were right way back =
>=3D
> >with the=3D20
> >  bad UAD assumption?<BR>><BR>>Still kickin' Paris=3D20
> >  around,<BR>>Tom<BR>>> "Rod Lincoln" <<A=3D20
> >  =3D
>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>&g=3D
> >t;=3D20
> >  wrote in message =3D
> >=3D3D<BR>>news:472e82a3$1@linux...<BR>><BR>> Neil,=3D20
> >  thanks for your response. see my answers interleaved =3D
> >below<BR>> =3D20
> >  Rod<BR>> "Neil" <<A =3D
> >href=3D3D"mailto:OIU@I.com">OIU@I.com</A>>=3D20
> >  wrote:<BR>> ><BR>> >This is weird... have you =3D

> >tried=3D20
> > any of the following:<BR>> ><BR>> >1.) pan =3D
> >everything=3D20
> > to center, and then see if it still shows up<BR>> >on the =3D
> >left=3D20
> > channel? or is the crackling then centered?<BR>><BR>> =3D
> >Everything=3D20
> > Panned Ctr still Crackles<BR>> ><BR>> >2.) =3D
> >removing=3D20
> > ALL plugins & EFX, and bouncing dry/clean like<BR>> =3D
> >>that,=3D20
> > with everything panned as you normally would for this<BR>> =3D
> >>mix?=3D20
> > This includes anything inserted across the =3D
> >2-buss.<BR>><BR>> =3D20
> > Bounce with No FX (Auxes, both internal and external) still=3D20
> > Crackles<BR>><BR>> Bounce with no plugs...this does =3D
> >produce a=3D20
> > crackle free bounce. I =3D3D<BR>>tried this<BR>> the first =3D
> >time it=3D20
> > happened a couple weeks ago, and thought I had it =3D20
> > =3D3D<BR>>narrowed<BR>> down to the UAD plugs. I re-ghosted =3D
> >to a sys=3D20
> > version that had an =3D3D<BR>>earlier<BR>> UAD install =3D
> >(can't remember=3D20
> > the number, it had the Helios, but not =3D
> >the<BR>=3D3D<BR>>Neve<BR>> =3D20
> > 88)and the crackles went away, so I thought it was a software =
>rev=3D20
> > that<BR>=3D3D<BR>>Paris<BR>> didn't like, but just to be =3D
> >sure I=3D20
> > reloaded the new version of the =3D
> >UAD<BR>=3D3D<BR>>software<BR>> (the=3D20
> > one with the Neve 88) and it still didn't crackle. At that=3D20
> > point<BR>=3D3D<BR>>I<BR>> thought it might be something else =3D
> >
> > altogether and since I am in the =3D3D<BR>>middle<BR>> of a =3D
> >mixing=3D20
> > project that I'm using the Neve 88 plug on a lot (love =
>=3D3D<BR>>what =3D
> >
> > it<BR>> does) I just went for it, listening closely to =3D
> >bounces. I=3D20
> > actually did<BR>=3D3D<BR>>2<BR>> bounces of every mix and =3D
> >listened=3D20
> > back to both at the same time, out =3D3D<BR>>of phase<BR>> =3D
> >with each=3D20
> > other, to hear the difference, since the crackles appeared =3D

> >=3D3D<BR>>to=3D20
> > be<BR>> random.) There were maybe 1 or 2 crackles per song on =3D
> >a=3D20
> > couple songs,<BR>=3D3D<BR>>and<BR>> no crackles on the other =3D
> >3 (that=3D20
> > I've done so far). I'm wondering now<BR>=3D3D<BR>>if<BR>> it =3D
> >is a UAD=3D20
> > rev problem that only shows up after some wear and tear=3D20
> > on<BR>=3D3D<BR>>the<BR>> sys. I'm going to re-ghost and =3D
> >re-load=3D20
> > the=3D3D20<BR> UAD software (Neve 88 ver) tommorrow and see =3D
> >what=3D20
> > happens.<BR>> Just to reiterate...when I did a spdif bounce, =3D
> >even=3D20
> > with my system as<BR>=3D3D<BR>>it<BR>> is tonight, there are =3D
> >no=3D20
> > crackles. That's wierd. Also the crackles =3D
> >=3D3D<BR>>never<BR> show=3D20
> > till listening to the bounced file.<BR> ><BR> =3D
> >>3.)=3D20
> > can you determine where the crackle rears it's ugly =3D
> >head?<BR> =3D20
> > >IOW, is it constant, more or less, or is it intermittent? =3D
> >If<BR> =3D20
> > >it's intermittent, does it seem to coincide with any=3D20
> > particular<BR> >instrument or track? For example, could =3D
> >it be a=3D20
> > particular<BR> >plugin on the - let's say - cowbell =3D
> >track, which=3D20
> > occurs though<BR> >most of the song, but not on the =3D
> >(confounded)=3D20
> > bridge?<BR><BR> totally random...not in anyway =3D
> >associated with a=3D20
> > particular =3D3D<BR>>instrument. Fairly<BR> study though, =3D
> >like a bowl=3D20
> > of rice crispies.<BR> ><BR> >4.) =3D
> >mute/disconnect the=3D20
> > right channel when listening back to<BR> >the =3D
> >crackle-infested=3D20
> > bounce to see if there's any pattern that=3D3D20<BR> >might =3D
> >apply to=3D20
> > (3) above?<BR><BR> none<BR> ><BR> =3D
> >>5.)=3D20
> > Is the crackle happening on ALL systems? IOW, have you<BR> =3D20
> > >burned a CD of the bounced tracks & played it back on a=3D20
> > home<BR> >stereo, in your car, on headphones, etc? Is it =3D
> >possible=3D20
> > that<BR> >for some odd reason the crackle is due to =3D

> >something in=3D20
> >  your<BR>> >monitoring setup that isn't showing up on =3D
> >regular=3D20
> >  playback, but<BR>> >might be showing up on a rendered=3D20
> >  file?<BR>> This first came to my attention after I burned a =3D
> >CD of=3D20
> >  test mixes for<BR>=3D3D<BR>>the<BR>> client and he called me =3D
> >after he=3D20
> >  got home and listened on his system =3D3D<BR>>(this<BR>> was =3D
> >an audio=3D20
> >  CD)so I would say it happens on all systems...but I =
>=3D3D<BR>>havn't=3D20
> >  burnt<BR>> another CD yet.<BR> It does happen on my =3D
> >NS 10's=3D20
> >  as well as my Mackie 824's. The 824's =3D3D<BR>>are =3D
> >hooked<BR> =3D20
> >  up thru the spdif out of the mec to a DAC-1 to a PVC passive =
>volume=3D20
> >  =3D3D<BR>>control.<BR> The NS 10's are hooked up thru 2 =3D
> >analogue outs=3D20
> >  from the Mec into a GFA<BR>=3D3D<BR>>power<BR> amp. =3D
> >Crackles exisist=3D20
> >  on the left channel on both sets of speakers.<BR>> =3D
> >><BR> =3D20
> >  >6.) What happens when you open up an older project that =3D
> >you<BR> =3D20
> >  >DIDN'T have this problem on...? If you do a bounce with=3D20
> >  that,<BR> >does it sound as it did before, or does it now =3D
> >have=3D20
> >  the<BR> >crackles in it?<BR>><BR> Not nearly =3D
> >as=3D20
> >  bad...No study diet of rice crispies, but there were a=3D20
> >  =3D3D<BR>>couple<BR> of crackles (random, I bounced twice =3D
> >and listend=3D20
> >  to both mixes out of<BR>=3D3D<BR>>phase,<BR> set markers at =3D
> >the=3D20
> >  crackles, and verified by listening one at a=3D20
> >  time)<BR>=3D3D<BR>>This<BR> also leads me to believe it's =3D
> >some sort=3D20
> >  of ppj corruption brought on =3D3D<BR>>by the<BR> UAD =3D
> >stuff, only it=3D20
> >  happens over time, but I haven't been able to =3D3D<BR>>verify=3D20
> >  this<BR> yet.<BR> ><BR> >7.) Have =3D
> >you=3D20
> >  tried physically swapping your left speaker with<BR> =3D
> >>your right=3D20
> >  speaker?<BR> swapping speakers make no difference, swapping =3D
> >the=3D20

> > cables leading to =3D3D<BR>>the<BR>> speakers makes it =3D
> >happen in the=3D20
> > right speaker.<BR>> ><BR>> >Just trying to =3D
> >think of=3D20
> > things to try & narrow it down by<BR> >process of=3D20
> > elimination.<BR>><BR>> I appreciate your thought process. =3D
> >If this=3D20
> > makes a light go off for =3D3D<BR>>you,<BR>> please let me=3D20
> > know.<BR>> ><BR>> >Can you e-mail me an mp3 =3D
> >file of=3D20
> > any song or songs that it's<BR> >doing this on? If so, =3D
> >send it=3D20
> > to: neil DOT henderson AT<BR> =3D
> >>sbcglobal DOT=3D20
> > net I'd be curious as to what it sounds=3D20
> > like.<BR>><BR>> will Do<BR>> ><BR>> =3D20
> > >Neil<BR>> ><BR>> ><BR>> >"Rod =3D
> >Lincoln"=3D20
> > <<A=3D20
> > =3D
> =
>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>&g=3D
> >t;=3D20
> > wrote:<BR> >><BR> >>OK..I got =3D
> >everything=3D20
> > hooked backk up and sure enough, the crackle =3D
> >is<BR>=3D3D<BR>>back<BR>> =3D20
> > >>on bounce to disk...in the left channel only, same as always. =3D
> >I=3D20
> > =3D3D<BR>>tried panning<BR> >>everything oppisite, =3D
> >crackle,=3D20
> > tried lowering levels, crackle.<BR> >>When I took all =3D
> >the=3D20
> > tracks off the submixes except for the drums=3D20
> > on<BR>=3D3D<BR>>submix<BR> >>1, there were NO =3D
> >crackles. There=3D20
> > were also NO crackles when bouncing<BR>=3D3D<BR>>audio<BR> =3D20
> > >>from any submix by itself.=3D3D20<BR> >>This is =3D
> >a 24 bit=3D20
> > mix with 24 bit tracks, so I tried (advice from =3D
> >=3D3D<BR>>Aaron)<BR> =3D20
> > >rendering<BR> >>some of the tracks to 16 bit. I =3D
> >rendered=3D20
> > all the drums (15 tracks) =3D3D<BR>>and<BR> 5<BR> =3D
> >
> > >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
>=3D

> >
> > came<BR>=3D3D<BR>>back<BR>> >>when bouncing the entire =3D
> >mix.=3D20
> > That's where I'm at. I can always do =3D3D<BR>>the<BR> >=3D20
> > spdif<BR>> >>bounce method...it's a real hassle because =3D
> >of the=3D20
> > way my moitoring =3D3D<BR>>and<BR> work<BR> =3D
> >>>flow=3D20
> > is, but it's doable, and seems to work, but I'd like to get =3D
> >=3D3D<BR>>this=3D20
> > thing<BR> >>figured out.=3D3D20<BR> =3D
> >>>I've had it=3D20
> > for today. Going to crash.<BR> >>Rod<BR> =3D20
> > >>"Rod Lincoln" <<A=3D20
> > =3D
> =
>>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
>/A>=3D
> >>=3D20
> > wrote:<BR> >>><BR> >>>Well, I =3D
> >THOUGHT I=3D20
> > had my "bounce to disk" crackles whipped, but =3D3D<BR>>they =3D
> >came<BR> =3D20
> > >>>back. This time I re-patched and did a spdif bounce and =3D
> >that=3D20
> > seemed<BR>=3D3D<BR>>to<BR> >cure<BR> =3D
> >>>>it. I=3D20
> > havn't tried it yet with bounce to disk to verify that the=3D20
> > =3D3D<BR>>crackling<BR> >>>comes back, but I bet =3D
> >it will. I=3D20
> > wonder what could be causing this?<BR>=3D3D<BR>>The<BR> =3D20
> > >>last<BR> >>>time I did a fresh install of =3D
> >my system=3D20
> > (via ghost) and it seemed =3D3D<BR>>to get<BR> =3D
> >>>>rid of it,=3D20
> > for a while. I'm going to try a bounce to disk and see =
>=3D3D<BR>>if=3D20
> > the<BR> >>>crackles return.<BR> =3D
> >>>>The=3D20
> > way my system is set up, because of space limitations, and=3D20
> > the<BR>=3D3D<BR>>fact<BR> >>that<BR> =3D
> >>>>I=3D20
> > have to have my drums basically in the mix position (facing =
>the=3D20
> > =3D3D<BR>>other<BR> >>way)<BR> =3D
> >>>>makes it A=3D20
> > FREAKIN PITA to crawl behind the gear and unplug the=3D20
> > =3D3D<BR>>spdif<BR> cable<BR> >>>going =3D

> >to the=3D20
> > DAC-1 and re-patch a cable loop. I accidently =
>=3D3D<BR>>unplugged=3D20
> > something<BR>> >>>while doing it, and had to rip =3D
> >abouat half=3D20
> > the system out to find =3D3D<BR>>it.<BR>> =3D20
> > ERRRRRRRRRRRRRRR!<BR>> >>>Rod<BR>> =3D20
> > >><BR>> ><BR>><BR>><BR>><BR>>I choose =3D
> >Polesoft=3D20
> > Lockspam to fight spam, and=3D20
> > you?<BR>>http://www.polesoft.com/refer.html =3D20
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> >size=3D3D3D2>Hey=3D20
> > Rod,</FONT></DIV><BR>><DIV><FONT =3D
> >face=3D3D3DArial=3D20
> > size=3D3D3D2>Do the crackles repeat themselves in =
>=3D3D<BR>>exactly=3D20
> > the=3D3D20<BR>>same =3D
> >places</FONT></DIV><BR>><DIV><FONT=3D20
> > face=3D3D3DArial size=3D3D3D2>on play back? If not, I'd look =
>at=3D20
> > =3D3D<BR>><BR>>hardware. Do they show=3D20
> > up</FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
> > size=3D3D3D2>in the waveform or are they to low in =
>=3D3D<BR>>level?=3D20
> > =3D3D20<BR>></FONT></DIV><BR>><DIV><FONT =3D
> >face=3D3D3DArial=3D20
> > size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D
> >face=3D3D3DArial=3D20
> > size=3D3D3D2>If you suspect hardware I'd think=3D20
> > CPU,<BR=3D3D<BR>></FONT><FONT=3D3D3D20<BR>>face=3D3D3DArial =3D
> >size=3D3D3D2>fan=3D20
> > (make it cold!) or</FONT></DIV><BR>><DIV><FONT =3D
> >
> > face=3D3D3DArial size=3D3D3D2>power supply. Not in that =3D
> >=3D3D<BR>>order.=3D20
> > Start=3D3D20<BR>>with </FONT><FONT face=3D3D3DArial =3D
> >size=3D3D3D2>the=3D20
> > cheapest fixes=3D20

> > =3D3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=3D20
> > face=3D3D3DArial size=3D3D3D2>Maybe you were right way back =
>with=3D20
> > the<BR>=3D3D<BR>>bad=3D20
> > =3D
> >UAD=3D3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=3D
> >t;FONT=3D20
> > face=3D3D3DArial size=3D3D3D2></FONT> =3D
> ></DIV><BR>><DIV><FONT=3D20
> > face=3D3D3DArial size=3D3D3D2>Still kickin' Paris=3D20
> > =3D3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =3D
> >
> > face=3D3D3DArial=3D20
> > size=3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D20
> > face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> > =3D
> ></DIV><BR>><BLOCKQUOTE=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: =3D
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> > PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: #000000
=
>=3D
> >2px solid;=3D20
> > MARGIN-RIGHT: 0px"><BR>> <DIV>"Rod Lincoln"=3D20
> > <<A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
> > =3D
> =
>>href=3D3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>&a=3D
> =
>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=3D
> >A>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20
> > wrote in message <A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D3D"<A=3D20
> > =3D
> =
>>href=3D3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>N=
>eil=3D
> >'>news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV>=3D
> >;<BR>Neil</A>=3D3D<BR>>,=3D3D20<BR>> =3D20
> > thanks for your response. see my answers interleaved=3D20
> > =3D3D<BR>>below<BR>Rod<BR>"Neil"=3D3D20<BR>> =3D
> ><<A=3D20
> > href=3D3D3D"<A=3D20
> > =3D
> =
>>href=3D3D'mailto:OIU@I.com">OIU@I.com</A'>mailto:OIU@I.com">OIU@I.com<=3D=
>
> >;/A</A>>>=3D20
> > =3D3D<BR>>wrote:<BR>><BR>This =3D

---

> >is=3D3D20<BR>> weird...=3D20
> > have you tried any of the following:<BR>><BR>>1.)=3D20
> > pan=3D3D20<BR> everything to center, and then see if it still =3D
> >shows=3D20
> > up<BR>>on the =3D3D<BR>>left=3D3D20<BR>> channel? or =3D
> >is the=3D20
> > crackling then centered?<BR><BR>Everything Panned =3D
> >=3D3D<BR>>Ctr=3D20
> > still=3D3D20<BR>> Crackles<BR>><BR>>2.) =3D
> >removing ALL=3D20
> > plugins & EFX, and =3D3D<BR>>bouncing=3D3D20<BR>> =3D
> >dry/clean=3D20
> > like<BR>>that, with everything panned as you normally =3D
> >=3D3D<BR>>would=3D20
> > for=3D3D20<BR>> this<BR>>mix? This includes anything =3D
> >inserted=3D20
> > across the=3D3D20<BR>> 2-buss.<BR><BR>Bounce with =3D
> >No FX=3D20
> > (Auxes, both internal and external) =3D
> >=3D3D<BR>>still=3D3D20<BR>> =3D20
> > Crackles<BR><BR>Bounce with no plugs...this does produce a =3D
> >crackle=3D20
> > =3D3D<BR>>free=3D3D20<BR>> bounce. I tried this<BR>the =3D
> >first time it=3D20
> > happened a couple weeks ago,<BR>=3D3D<BR>>and=3D3D20<BR>> =3D
> >thought I had it=3D20
> > narrowed<BR>down to the UAD plugs. I re-ghosted =3D3D<BR>>to=3D20
> > a=3D3D20<BR> sys version that had an earlier<BR>UAD =3D
> >install (can't=3D20
> > remember the =3D3D<BR>>number, it=3D3D20<BR> had the Helios, =3D
> >but not the=3D20
> > Neve<BR>88)and the crackles went away, =3D
> >so<BR>=3D3D<BR>>I=3D3D20<BR>> =3D20
> > thought it was a software rev that Paris<BR>didn't like, but =3D
> >just to=3D20
> > =3D3D<BR>>be sure I=3D3D20<BR>> reloaded the new version of =3D
> >the UAD=3D20
> > software<BR>(the one with the Neve<BR>=3D3D<BR>><BR>> =3D
> >88) and it=3D20
> > still didn't crackle. At that point I<BR>thought it =3D
> >=3D3D<BR>>might=3D20
> > be=3D3D20<BR> something else altogether and since I am in the=3D20
> > middle<BR>of a mixing<BR>=3D3D<BR>>project=3D3D20<BR>> =3D
> >that I'm=3D20
> > using the Neve 88 plug on a lot (love what it<BR>does) I=3D20
> > just<BR>=3D3D<BR>>went=3D3D20<BR> for it, listening closely =3D
> >to bounces. I=3D20
> > actually did 2<BR>bounces of =3D3D<BR>>every =3D

> >mix=3D3D20<BR>> and=3D20
> > listened back to both at the same time, out of phase<BR>with=3D20
> > each<BR>=3D3D<BR>>other,=3D3D20<BR>> to hear the difference, =3D
> >since the=3D20
> > crackles appeared to =3D
> >be<BR>random.)<BR>=3D3D<BR>>There=3D3D20<BR>> =3D20
> > were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =
>=3D
> >
> > =3D3D<BR>>crackles on=3D3D20<BR>> the other 3 (that I've done =3D
> >so far). I'm=3D20
> > wondering now if<BR>it is a =3D3D<BR>>UAD =3D
> >rev=3D3D20<BR>> problem=3D20
> > that only shows up after some wear and tear on the<BR>sys.=3D20
> > I'm<BR>=3D3D<BR>>going=3D3D20<BR>> to re-ghost and re-load the =3D
> >
> > <BR>UAD software (Neve 88 ver) tommorow =3D3D<BR>>and=3D20
> > see=3D3D20<BR>> what happens.<BR>Just to reiterate...when =3D
> >I did a=3D20
> > spdif bounce, even =3D3D<BR>>with my=3D3D20<BR>> system as =3D
> >it<BR>is=3D20
> > tonight, there are no crackles. That's wierd.=3D20
> > Also<BR>=3D3D<BR>>the=3D3D20<BR>> crackles never<BR>show =3D
> >till=3D20
> > listening to the bounced=3D20
> > =3D3D<BR>>file.<BR>><BR>>3.)=3D3D20<BR>> can =3D
> >you=3D20
> > determine where the crackle rears it's ugly head?<BR>IOW,=3D20
> > =3D3D<BR>>is it=3D3D20<BR>> constant, more or less, or is it =3D
> >intermittent?=3D20
> > If<BR>>it's =3D3D<BR>>intermittent,=3D3D20<BR>> does =3D
> >it seem to=3D20
> > coincide with any particular<BR>>instrument or =3D
> >=3D3D<BR>>track?=3D20
> > For=3D3D20<BR>> example, could it be a =3D
> >particular<BR>plugin on=3D20
> > the - let's say - =3D3D<BR>>cowbell=3D3D20<BR>> track, which =3D
> >occurs=3D20
> > though<BR>>most of the song, but not on =3D
> >the=3D3D20<BR>> =3D20
> > (confounded) bridge?<BR><BR>totally random...not in anyway =3D
> >
> > associated<BR>=3D3D<BR>>with a=3D3D20<BR>> particular =3D
> >instrument.=3D20
> > Fairly<BR>study though, like a bowl of rice=3D3D20<BR>> =3D20
> > crispies.<BR>><BR>>4.) mute/disconnect the right =3D
> >channel=3D20
> > when =3D3D<BR>>listening=3D3D20<BR>> back to<BR>the=3D20

> >  crackle-infested bounce to see if there's any =
>=3D3D<BR>>pattern=3D20
> >  that=3D3D20<BR>> <BR>>might apply to (3)=3D20
> >  above?<BR><BR>none<BR>><BR>>5.) Is=3D20
> >  =3D3D<BR>>the=3D3D20<BR>> crackle happening on ALL systems? =3D
> >IOW, have=3D20
> >  you<BR>>burned a CD of =3D3D<BR>>the=3D3D20<BR>> =3D
> >bounced tracks=3D20
> >  & played it back on a home<BR>>stereo, in your =3D
> >=3D3D<BR>>car,=3D20
> >  on=3D3D20<BR>> headphones, etc? Is it possible =3D
> >that<BR>>for some=3D20
> >  odd reason the =3D3D<BR>>crackle is=3D3D20<BR>> due to =3D
> >something in=3D20
> >  your<BR>>monitoring setup that isn't showing up=3D20
> >  =3D3D<BR>>on=3D3D20<BR>> regular playback, =3D
> >but<BR>>might be=3D20
> >  showing up on a rendered =3D
>=3D3D<BR>>file?<BR>This=3D3D20<BR>> first=3D20
> >  came to my attention after I burned a CD of test mixes for=3D20
> >  =3D3D<BR>>the<BR>client=3D3D20<BR>> and he called me =3D
> >after he got=3D20
> >  home and listened on his system =3D3D<BR>>(this<BR>was=3D20
> >  an=3D3D20<BR>> audio CD)so I would say it happens on all =3D
> >systems...but I=3D20
> >  havn't=3D3D20<BR>> burnt<BR>another CD yet.<BR>It =3D
> >does happen=3D20
> >  on my NS 10's as well as my<BR>=3D3D<BR>><BR> Mackie 824's. =3D
> >The 824's=3D20
> >  are hooked<BR>up thru the spdif out of =3D3D<BR>>the =3D
> >mec=3D3D20<BR>> =3D20
> >  to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are=3D20
> >  hooked<BR>=3D3D<BR>>up thru=3D3D20<BR>> 2 analogue outs from =3D
> >the Mec into=3D20
> >  a GFA power<BR>amp. Crackles exisist<BR>=3D3D<BR>>on =3D
> >the=3D3D20<BR>> =3D20
> >  left channel on both sets of speakers.<BR>><BR>>6.) =3D
> >What=3D20
> >  happens =3D3D<BR>>when=3D3D20<BR>> you open up an older =3D
> >project that=3D20
> >  you<BR>>DIDN'T have this problem =3D
>=3D3D<BR>>on...?=3D3D20<BR>> If=3D20
> >  you do a bounce with that,<BR>>does it sound as it did =3D
> >before,=3D20
> >  =3D3D<BR>>or does=3D3D20<BR>> it now have =3D
> >the<BR>>crackles in=3D20
> >  it?<BR><BR>Not nearly as bad...No =3D
> >=3D3D<BR>>study=3D3D20<BR>> =3D20

> > diet of rice crispies, but there were a couple<BR>of crackles=3D20
> > (random,<BR>=3D3D<BR>>I=3D3D20<BR>> bounced twice and listend =3D
> >to both=3D20
> > mixes out of phase,<BR>set markers =3D3D<BR>>at =3D
> >the=3D3D20<BR> =3D20
> > crackles, and verified by listening one at a time) =
>This<BR>also=3D20
> > leads<BR>=3D3D<BR>>me to=3D3D20<BR> believe it's some sort of =3D
> >ppj=3D20
> > corruption brought on by the<BR>UAD =3D3D<BR>>stuff,=3D20
> > only=3D3D20<BR> it happens over time, but I haven't been able =3D
> >to=3D20
> > verify=3D3D20<BR> =3D
> >this<BR>yet.<BR>><BR>>7.) Have=3D20
> > you tried physically swapping =3D3D<BR>your left=3D3D20<BR> =3D
> >speaker=3D20
> > with<BR>>your right speaker?<BR>swapping speakers make=3D20
> > no=3D3D20<BR> difference, swapping the cables leading to=3D20
> > the<BR>speakers makes it =3D3D<BR>>happen in=3D3D20<BR> =3D
> >the right=3D20
> > speaker.<BR>><BR>>Just trying to think of things to=3D20
> > =3D3D<BR>>try &=3D3D20<BR> narrow it down =3D
> >by<BR>>process of=3D20
> > elimination.<BR>><BR>I appreciate =3D
> >=3D3D<BR>>your=3D3D20<BR> =3D20
> > thought process. If this makes a light go off for you,<BR>please =
>=3D
> >let=3D20
> > =3D3D<BR>>me=3D3D20<BR> know.<BR>><BR>>Can =3D
> >you e-mail=3D20
> > me an mp3 file of any song or =3D3D<BR>>songs that=3D3D20<BR> =3D
> >
> > it's<BR>doing this on? If so, send it to: neil=3D20
> > =3D3D<BR>>DOT=3D3D20<BR> henderson AT<BR>sbcglobal =3D
> >DOT net I'd=3D20
> > be curious as to =3D3D<BR>>what it=3D3D20<BR> sounds=3D20
> > like.<BR><BR>will=3D20
> > =3D
> >=3D3D<BR>>Do<BR>><BR>>Neil<BR>><BR>>=3D
> ><BR>>"Rod=3D3D20<BR> =3D20
> > Lincoln" <<A=3D3D20<BR> =3D3D<BR>>href=3D3D3D"<A=3D20
> > =3D
> =
>>href=3D3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>&a=3D
> =
>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=3D
> >A>&g</A>=3D3D<BR>>t;=3D3D20<BR> =3D20

> >  wrote:<BR>>>><BR>>>>OK..I got everything hooked =3D
> >backk up=3D20
> >  and =3D3D<BR>>sure=3D3D20<BR>> enough, the crackle is=3D20
> >  back<BR>>>>on bounce to disk...in the left=3D20
> >  =3D3D<BR>>channel=3D3D20<BR>> only, same as always. I tried=3D20
> >  panning<BR>>>>everything oppisite,=3D20
> >  =3D3D<BR>>crackle,=3D3D20<BR>> tried lowering levels,=3D20
> >  crackle.<BR>>>>When I took all the tracks =3D3D<BR>>off=3D20
> >  the=3D3D20<BR>> submixes except for the drums on=3D20
> >  submix<BR>>>>1, there were NO =3D
> >=3D3D<BR>>crackles.=3D3D20<BR>> =3D20
> >  There were also NO crackles when bouncing audio<BR>>>>from =3D
> >any=3D20
> >  =3D3D<BR>>submix by=3D3D20<BR>> itself. <BR>>>>This =3D
> >is a 24 bit=3D20
> >  mix with 24 bit tracks, so I =3D3D<BR>>tried=3D3D20<BR>> =3D
> >(advice from=3D20
> >  Aaron)<BR>>rendering<BR>>>>some of the tracks to=3D20
> >  =3D3D<BR>>16 bit.=3D3D20<BR>> I rendered all the drums (15 =3D
> >tracks)=3D20
> >  and<BR>5<BR>>>>other tracks =3D3D<BR>>to =3D
> >16=3D3D20<BR>> =3D20
> >  bit, leaving 10 tracks at 24 bit...Crackles came =3D
> >back<BR>>>>when=3D20
> >  =3D3D<BR>>bouncing=3D3D20<BR>> the entire mix. That's where =3D
> >I'm at. I can=3D20
> >  always do=3D3D20<BR>> =3D
> >the<BR>spdif<BR>>>>bounce=3D20
> >  method...it's a real hassle because of =3D3D<BR>>the =3D
> >way=3D3D20<BR>> my=3D20
> >  moitoring and<BR>work<BR>>>>flow is, but it's doable, =3D
> >and=3D20
> >  =3D3D<BR>>seems to=3D3D20<BR>> work, but I'd like to get this=3D20
> >  thing<BR>>>>figured out.=3D20
> >  =3D3D<BR>>>>I've=3D3D20<BR>> had it for today. =3D
> >Going to=3D20
> >  crash.<BR>>>>Rod<BR>>>>"Rod=3D20
> >  =3D3D<BR>>Lincoln"=3D3D20<BR>> <<A=3D3D20<BR>> =3D20
> >  =3D3D<BR>>href=3D3D3D"<A=3D20
> >  =3D
> >  =
>>href=3D3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
>/A'=3D
> >  =
>>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=3D
> >A>>=3D3D<BR>>>>=3D3D20<BR>> =3D20
> >  wrote:<BR>>>>><BR>>>>>Well, I THOUGHT I =3D
> >had my=3D20

> > "bounce =3D3D<BR>>to=3D3D20<BR>> disk" crackles whipped, but =3D
> >they=3D20
> > came<BR>>>>back. This time I =3D3D<BR>><BR>> =3D
> >re-patched=3D20
> > and did a spdif bounce and that seemed=3D3D20<BR>> =3D20
> > to<BR>>cure<BR>>>>>it. I havn't tried it yet =3D
> >with=3D20
> > bounce to =3D3D<BR>>disk to=3D3D20<BR>> verify that the=3D20
> > crackling<BR>>>>>comes back, but I bet it =3D
> >=3D3D<BR>>will.=3D20
> > I=3D3D20<BR>> wonder what could be causing this?=3D20
> > =3D3D<BR>>The<BR>>>>last<BR>>>>>time=3D20
> > I=3D3D20<BR>> did a fresh install of my system (via ghost) and =3D
> >it seemed=3D20
> > to=3D3D20<BR>> get<BR>>>>>rid of it, for a while. =3D
> >I'm going=3D20
> > to try a bounce =3D3D<BR>>to disk=3D3D20<BR>> and see if=3D20
> > the<BR>>>>>crackles return.<BR>>>>>The way =3D
> >
> > =3D3D<BR>>my=3D3D20<BR>> system is set up, because of space =3D
> >limitations,=3D20
> > and the=3D3D20<BR>> =3D
> >fact<BR>>>>that<BR>>>>>I=3D20
> > have to have my drums basically =3D3D<BR>>in the=3D3D20<BR>> =3D
> >mix position=3D20
> > (facing the other<BR>>>>way)<BR>>>>>makes it=3D20
> > =3D3D<BR>>A=3D3D20<BR>> FREAKIN PITA to crawl behind the gear =3D
> >and unplug=3D20
> > the=3D3D20<BR>> spdif<BR>>cable<BR>>>>>going =3D
> >to the=3D20
> > DAC-1 and re-patch a cable =3D3D<BR>>loop. I=3D3D20<BR>> =3D
> >accidently=3D20
> > unplugged something<BR>>>>>while doing it, and had =3D
> >=3D3D<BR>>to=3D20
> > rip=3D3D20<BR>> abouat half the system out to =3D
> >find=3D3D20<BR>> =3D20
> > =3D
> >=3D3D<BR>>it.<BR>ERRRRRRRRRRRRRRRRR!<BR>>>>>Rod<BR=3D
> >>>><BR>><BR></BLO=3D3D<BR>>CKQUOTE><BR>>=3D
> >;<DIV><FONT=3D20
> > size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight =3D
> >spam,=3D20
> > =3D
> >=3D3D<BR>>and=3D3D20<BR>>you?<BR><A=3D3D20<BR>>href=3D3D3D "<A=3D20
> > =3D
> =
>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>fer=3D

---

> =
>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D=
>
> >>=3D3D<BR>>.html</A>=3D20
> > =3D
> ></FONT></DIV></BODY></HTML><BR>><BR>><BR></=3D
> >BLOCKQUOTE></BODY></HTML>
> >
> >
>
>
><!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><FONT face=3DArial size=3D2>Rod,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Have you tried mixing the song three =
>times to see=20
>if you get lucky?</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Stupid I know.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>Smells like hardware or UAD rev =
>incompatablity to=20


>mixdown=20


>can adjust in=20
>the UAD to address this?</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Might give that a try.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Good luck,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Rod Lincoln" <<A=20
> =
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>t;=20
> wrote in message <A=20
> =

>href=3D"news:472f3e51$1@linux">news:472f3e51$1@linux</A>...</DIV><BR>Tom,=
> I've=20
> already done that. It's not that. It's definiatly something =
>that<BR>only shows=20
> up on the bounced to disk file. Also it's totally random and not<BR>at
=
>all=20
> related to any single audio event. <BR>Rod<BR>"Tom Bruhl" <<A=20
> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20
> wrote:<BR>><BR>><BR>>Okay Rod,<BR>>How about one track =
>with the=20
> UAD plugs<BR>>that has a few rough spots that are =
>amplified<BR>>by the=20

>PITA for=20

>  =
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>t;=20
> wrote in message =

> agree with you, except that when I play back an old project that=20

>even with=20

>that=20

> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20

>the same=20

>are they=20

>suspect=20

>

>the bad=20

>Paris=20

> Lincoln" <<A=20
> =
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=

>t;=20

>answers=20

> <<A href=3D"mailto:OIU@I.com">OIU@I.com</A>> =

>tried=20

> >1.) pan everything to center, and then see if it still shows=20

>crackling then=20

>Panned Ctr=20

>>2.)=20
> removing ALL plugins & EFX, and bouncing dry/clean =

>across=20

>FX=20
> (Auxes, both internal and external) still =

>a=20

>I had=20

> to the UAD plugs. I re-ghosted to a sys version that had an=20

>UAD install=20
> (can't remember the number, it had the Helios, but=20

>software rev=20

>of=20

>crackle. At=20

>am in=20

> mixing project that I'm using the Neve 88 plug on a lot=20

> I just went for it, listening closely to bounces. I=20

>time,=20

> other, to hear the difference, since the crackles =3D<BR>>appeared=20

>were maybe=20

>the other 3=20

>problem that=20

>re-ghost=20

>ver)=20

> reiterate...when I did a spdif bounce, even with my=20

>crackle=20

>constant, more=20

> intermittent, does it seem to coincide with any =

>cowbell=20

>song, but=20

> totally random...not in anyway associated with a particular =

>bowl of=20

>>4.)=20

>

>pattern=20

>

>happening on=20

>the=20

>
> >stereo, in your car, on headphones, etc? Is it possible =

>up on=20

>on a=20

>attention after=20

>home and=20

>systems...but I=20

Subject: Re: Crackles are back...not on SPDIF though
Posted by Rod Lincoln on Mon, 05 Nov 2007 18:34:38 GMT
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Yeah, I did that when this initially started, a couple weeks ago.
Rod
"Neil" <OIU@IOU.com> wrote:
>
>And you've already done the usual stuff like removing your EDS
>cards, cleaning off the contacts & re-seating them, etc?
>
>Neil
>
>
>
>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>
>>Tom, I've already done that. It's not that. It's definiatly something that
>>only shows up on the bounced to disk file. Also it's totally random and
>not
>>at all related to any single audio event.
>>Rod
>>"Tom Bruhl" <arpegio@comcast.net> wrote:
>>>
>>>
>>>Okay Rod,
>>>How about one track with the UAD plugs
>>>that has a few rough spots that are amplified
>>>by the plugin set?
>>>
>>>Mute one track at a time to find it.  PITA for sure.
>>>???
>>>Tom
>>>  "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
>>>news:472f2455$1@linux...
>>>
>>>  I agree with you, except that when I play back an old project that =
>>>didn't
>>>  have the problem, it doesn't crackl, even with more tracks and the =
>>>same plugs
>>>  as the ppj's that crackle.=20
>>>  Rod
>>>  "Tom Bruhl" <arpegio@comcast.net> wrote:
>>> >
>>> >
>>> >Hey Rod,
>>> >Do the crackles repeat themselves in exactly the same places
>>> >on play back?  If not, I'd look at hardware.  Do they show up
>>> >in the waveform or are they to low in level? =3D20

>>> >
>>> >If you suspect hardware I'd think CPU, fan (make it cold!) or
>>> >power supply.  Not in that order.  Start with the cheapest fixes =
>>>first.
>>> >Maybe you were right way back with the bad UAD assumption?
>>> >
>>> >Still kickin' Paris around,
>>> >Tom
>>> >
>>> > "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
>>> >news:472e82a3$1@linux...
>>> >
>>> > Neil, thanks for your response. see my answers interleaved below
>>> > Rod
>>> > "Neil" <OIU@I.com> wrote:
>>> > >
>>> > >This is weird... have you tried any of the following:
>>> > >
>>> > >1.) pan everything to center, and then see if it still shows up
>>> > >on the left channel? or is the crackling then centered?
>>> >
>>> > Everything Panned Ctr still Crackles
>>> > >
>>> > >2.) removing ALL plugins & EFX, and bouncing dry/clean like
>>> > >that, with everything panned as you normally would for this
>>> > >mix? This includes anything inserted across the 2-buss.
>>> >
>>> > Bounce with No FX (Auxes, both internal and external) still =
>>>Crackles
>>> >
>>> > Bounce with no plugs...this does produce a crackle free bounce. I
>=
>>>=3D
>>> >tried this
>>> > the first time it happened a couple weeks ago, and thought I had
it
>>=
>>> =3D
>>> >narrowed
>>> > down to the UAD plugs. I re-ghosted to a sys version that had an
=
>>>=3D
>>> >earlier
>>> > UAD install (can't remember the number, it had the Helios, but not
>>=
>>>the
>>> =3D
>>> >Neve

>>> > 88)and the crackles went away, so I thought it was a software rev
>=
>>>that
>>> =3D
>>> >Paris
>>> > didn't like, but just to be sure I reloaded the new version of the
>>=
>>>UAD
>>> =3D
>>> >software
>>> > (the one with the Neve 88)  and it still didn't crackle. At that
=
>>>point
>>> =3D
>>> >I
>>> > thought it might be something else altogether and since I am in the
>>=
>>>=3D
>>> >middle
>>> > of a mixing project that I'm using the Neve 88 plug on a lot (love
>>=
>>>=3D
>>> >what it
>>> > does) I just went for it, listening closely to bounces. I actually
>>=
>>>did
>>> =3D
>>> >2
>>> > bounces of every mix and listened back to both at the same time,
=
>>>out =3D
>>> >of phase
>>> > with each other, to hear the difference, since the crackles =
>>>appeared =3D
>>> >to be
>>> > random.) There were maybe 1 or 2 crackles per song on a couple =
>>>songs,
>>> =3D
>>> >and
>>> > no crackles on the other 3 (that I've done so far). I'm wondering
>=
>>>now
>>> =3D
>>> >if
>>> > it is a UAD rev problem that only shows up after some wear and tear
>>=
>>>on
>>> =3D

---

>>> >the
>>> > sys. I'm going to re-ghost and re-load the=3D20
>>> > UAD software (Neve 88 ver) tommorrow and see what happens.
>>> > Just to reiterate...when I did a spdif bounce, even with my system
>>=
>>>as
>>> =3D
>>> >it
>>> > is tonight, there are no crackles. That's wierd. Also the crackles
>>=
>>>=3D
>>> >never
>>> > show till listening to the bounced file.
>>> > >
>>> > >3.) can you determine where the crackle rears it's ugly head?
>>> > >IOW, is it constant, more or less, or is it intermittent? If
>>> > >it's intermittent, does it seem to coincide with any particular
>>> > >instrument or track? For example, could it be a particular
>>> > >plugin on the - let's say - cowbell track, which occurs though
>>> > >most of the song, but not on the (confounded) bridge?
>>> >
>>> > totally random...not in anyway associated with a particular =3D
>>> >instrument. Fairly
>>> > study though, like a bowl of rice crispies.
>>> > >
>>> > >4.) mute/disconnect the right channel when listening back to
>>> > >the crackle-infested bounce to see if there's any pattern =
>>>that=3D20
>>> > >might apply to (3) above?
>>> >
>>> > none
>>> > >
>>> > >5.) Is the crackle happening on ALL systems? IOW, have you
>>> > >burned a CD of the bounced tracks & played it back on a home
>>> > >stereo, in your car, on headphones, etc? Is it possible that
>>> > >for some odd reason the crackle is due to something in your
>>> > >monitoring setup that isn't showing up on regular playback, but
>>> > >might be showing up on a rendered file?
>>> > This first came to my attention after I burned a CD of test mixes
>=
>>>for
>>> =3D
>>> >the
>>> > client and he called me after he got home and listened on his =
>>>system =3D
>>> >(this
>>> > was an audio CD)so I would say it happens on all systems...but I
=

---

>>>=3D
>>> >havn't burnt
>>> > another CD yet.
>>> > It does happen on my NS 10's as well as my Mackie 824's. The 824's
>>=
>>>=3D
>>> >are hooked
>>> > up thru the spdif out of the mec to a DAC-1 to a PVC passive volume
>>=
>>>=3D
>>> >control.
>>> > The NS 10's are hooked up thru 2 analogue outs from the Mec into
a
>>=
>>>GFA
>>> =3D
>>> >power
>>> > amp. Crackles exisist on the left channel on both sets of speakers.
>>> > >
>>> > >6.) What happens when you open up an older project that you
>>> > >DIDN'T have this problem on...? If you do a bounce with that,
>>> > >does it sound as it did before, or does it now have the
>>> > >crackles in it?
>>> >
>>> > Not nearly as bad...No study diet of rice crispies, but there were
>>=
>>>a =3D
>>> >couple
>>> > of crackles (random, I bounced twice and listend to both mixes out
>>=
>>>of
>>> =3D
>>> >phase,
>>> > set markers at the crackles, and verified by listening one at a =
>>>time)
>>> =3D
>>> >This
>>> > also leads me to believe it's some sort of ppj corruption brought
>=
>>>on =3D
>>> >by the
>>> > UAD stuff, only it happens over time, but I haven't been able to
=
>>>=3D
>>> >verify this
>>> > yet.
>>> > >
>>> > >7.) Have you tried physically swapping your left speaker with

>>> > >your right speaker?
>>> > swapping speakers make no difference, swapping the cables leading
>=
>>>to =3D
>>> >the
>>> > speakers makes it happen in the right speaker.
>>> > >
>>> > >Just trying to think of things to try & narrow it down by
>>> > >process of elimination.
>>> >
>>> > I appreciate your thought process. If this makes a light go off for
>>=
>>>=3D
>>> >you,
>>> > please let me know.
>>> > >
>>> > >Can you e-mail me an mp3 file of any song or songs that it's
>>> > >doing this on? If so, send it to:   neil  DOT henderson AT
>>> > >sbcglobal DOT net   I'd be curious as to what it sounds like.
>>> >
>>> > will Do
>>> > >
>>> > >Neil
>>> > >
>>> > >
>>> > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>> > >>
>>> > >>OK..I got everything hooked backk up and sure enough, the crackle
>>=
>>>is
>>> =3D
>>> >back
>>> > >>on bounce to disk...in the left channel only, same as always. I
>=
>>>=3D
>>> >tried panning
>>> > >>everything oppisite, crackle, tried lowering levels, crackle.
>>> > >>When I took all the tracks off the submixes except for the drums
>>=
>>>on
>>> =3D
>>> >submix
>>> > >>1, there were NO crackles. There were also NO crackles when =
>>>bouncing
>>> =3D
>>> >audio
>>> > >>from any submix by itself.=3D20
>>> > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice from

>>=
>>>=3D
>>> >Aaron)
>>> > >rendering
>>> > >>some of the tracks to 16 bit. I rendered all the drums (15 =
>>>tracks) =3D
>>> >and
>>> > 5
>>> > >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles
=
>>>came
>>> =3D
>>> >back
>>> > >>when bouncing the entire mix. That's where I'm at. I can always
>=
>>>do =3D
>>> >the
>>> > spdif
>>> > >>bounce method...it's a real hassle because of the way my =
>>>moitoring =3D
>>> >and
>>> > work
>>> > >>flow is, but it's doable, and seems to work, but I'd like to get
>>=
>>>=3D
>>> >this thing
>>> > >>figured out.=3D20
>>> > >>I've had it for today. Going to crash.
>>> > >>Rod
>>> > >>"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:
>>> > >>>
>>> > >>>Well, I THOUGHT I had my "bounce to disk" crackles whipped, but
>>=
>>>=3D
>>> >they came
>>> > >>>back. This time I re-patched and did a spdif bounce and that =
>>>seemed
>>> =3D
>>> >to
>>> > >cure
>>> > >>>it. I havn't tried it yet with bounce to disk to verify that the
>>=
>>>=3D
>>> >crackling
>>> > >>>comes back, but I bet it will. I wonder what could be causing
=
>>>this?
>>> =3D

>>> >The
>>> > >>last
>>> > >>>time I did a fresh install of my system (via ghost) and it =
>>>seemed =3D
>>> >to get
>>> > >>>rid of it, for a while. I'm going to try a bounce to disk and
=
>>>see =3D
>>> >if the
>>> > >>>crackles return.
>>> > >>>The way my system is set up, because of space limitations, and
>=
>>>the
>>> =3D
>>> >fact
>>> > >>that
>>> > >>>I have to have my drums basically in the mix position (facing
=
>>>the =3D
>>> >other
>>> > >>way)
>>> > >>>makes it A FREAKIN PITA to crawl behind the gear and unplug the
>>=
>>>=3D
>>> >spdif
>>> > cable
>>> > >>>going to the DAC-1 and re-patch a cable loop. I accidently =3D
>>> >unplugged something
>>> > >>>while doing it, and had to rip abouat half the system out to =
>>>find =3D
>>> >it.
>>> > ERRRRRRRRRRRRRRRR!
>>> > >>>Rod
>>> > >>
>>> > >
>>> >
>>> >
>>> >
>>> >I choose Polesoft Lockspam to fight spam, and you?
>>> >http://www.polesoft.com/refer.html  =20
>>> >
>>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>> ><HTML><HEAD>
>>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>>> >charset=3D3Diso-8859-1">
>>> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>> ><STYLE></STYLE>
>>> ></HEAD>

>>> ><BODY bgColor=3D3D#ffffff>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>Hey Rod,</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>Do the crackles repeat =
>>>themselves in =3D
>>> >exactly the=3D20
>>> >same places</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>on play back? If not, I'd look
>=
>>>at =3D
>>> >
>>> >hardware. Do they show up</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>in the waveform or are they to
>=
>>>low in =3D
>>> >level? =3D20
>>> ></FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>If you suspect hardware I'd =
>>>think CPU,
>>> =3D
>>> ></FONT><FONT=3D20
>>> >face=3D3DArial size=3D3D2>fan (make it cold!) or</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>power supply. Not in that =3D
>>> >order. Start=3D20
>>> >with </FONT><FONT face=3D3DArial size=3D3D2>the cheapest fixes =3D
>>> >first.</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>Maybe you were right way back
=
>>>with the
>>> =3D
>>> >bad UAD=3D20
>>> >assumption?</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>Still kickin' Paris =3D
>>> >around,</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>> ><BLOCKQUOTE=3D20
>>> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
>=
>>>=3D
>>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> > <DIV>"Rod Lincoln" <<A=3D20
>>> > =3D
>>> =
>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>>>&g=3D
>>> >t;=3D20

---

>>> > wrote in message <A=3D20

>>> > =3D

>>> =
>>>>href=3D3D"news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>N=

>>>eil=3D

>>> >,=3D20

>>> > thanks for your response. see my answers interleaved =3D

>>> >below<BR>Rod<BR>"Neil"=3D20

>>> > <<A href=3D3D"mailto:OIU@I.com">OIU@I.com</A>> =3D

>>> >wrote:<BR>><BR>>This is=3D20

>>> > weird... have you tried any of the following:<BR>><BR>>1.) pan=3D20

>>> > everything to center, and then see if it still shows up<BR>>on the

>>=
>>>=3D

>>> >left=3D20

>>> > channel? or is the crackling then centered?<BR><BR>Everything =

>>>Panned =3D

>>> >Ctr still=3D20

>>> > Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D

>>> >bouncing=3D20

>>> > dry/clean like<BR>>that, with everything panned as you normally =3D

>>> >would for=3D20

>>> > this<BR>>mix? This includes anything inserted across the=3D20

>>> > 2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and =

>>>external) =3D

>>> >still=3D20

>>> > Crackles<BR><BR>Bounce with no plugs...this does produce a crackle

>>=
>>>=3D

>>> >free=3D20

>>> > bounce. I tried this<BR>the first time it happened a couple weeks

>=
>>>ago,

>>> =3D

>>> >and=3D20

>>> > thought I had it narrowed<BR>down to the UAD plugs. I re-ghosted
=
>>>=3D

>>> >to a=3D20

>>> > sys version that had an earlier<BR>UAD install (can't remember the

>>=
>>>=3D

>>> >number, it=3D20

>>> > had the Helios, but not the Neve<BR>88)and the crackles went away,

>>=
>>>so

>>> =3D

>>> >I=3D20

>>> >  thought it was a software rev that Paris<BR>didn't like, but just
>=
>>>to =3D
>>> >be sure I=3D20
>>> >  reloaded the new version of the UAD software<BR>(the one with the
>=
>>>Neve
>>> =3D
>>> >
>>> >  88) and it still didn't crackle. At that point I<BR>thought it =3D
>>> >might be=3D20
>>> >  something else altogether and since I am in the middle<BR>of a =
>>>mixing
>>> =3D
>>> >project=3D20
>>> >  that I'm using the Neve 88 plug on a lot (love what it<BR>does) I
>=
>>>just
>>> =3D
>>> >went=3D20
>>> >  for it, listening closely to bounces. I actually did 2<BR>bounces
>=
>>>of =3D
>>> >every mix=3D20
>>> >  and listened back to both at the same time, out of phase<BR>with
=
>>>each
>>> =3D
>>> >other,=3D20
>>> >  to hear the difference, since the crackles appeared to =
>>>be<BR>random.)
>>> =3D
>>> >There=3D20
>>> >  were maybe 1 or 2 crackles per song on a couple songs, and<BR>no
=
>>>=3D
>>> >crackles on=3D20
>>> >  the other 3 (that I've done so far). I'm wondering now if<BR>it is
>>=
>>>a =3D
>>> >UAD rev=3D20
>>> >  problem that only shows up after some wear and tear on the<BR>sys.
>>=
>>>I'm
>>> =3D
>>> >going=3D20
>>> >  to re-ghost and re-load the <BR>UAD software (Neve 88 ver) =
>>>tommorrow =3D

>>> >and see=3D20
>>> > what happens.<BR>Just to reiterate...when I did a spdif bounce, =
>>>even =3D
>>> >with my=3D20
>>> > system as it<BR>is tonight, there are no crackles. That's wierd.
=
>>>Also
>>> =3D
>>> >the=3D20
>>> > crackles never<BR>show till listening to the bounced =3D
>>> >file.<BR>><BR>>3.)=3D20
>>> > can you determine where the crackle rears it's ugly head?<BR>>IOW,
>>=
>>>=3D
>>> >is it=3D20
>>> > constant, more or less, or is it intermittent? If<BR>>it's =3D
>>> >intermittent,=3D20
>>> > does it seem to coincide with any particular<BR>instrument or =3D
>>> >track? For=3D20
>>> > example, could it be a particular<BR>plugin on the - let's say -
>=
>>>=3D
>>> >cowbell=3D20
>>> > track, which occurs though<BR>most of the song, but not on =
>>>the=3D20
>>> > (confounded) bridge?<BR><BR>totally random...not in anyway =
>>>associated
>>> =3D
>>> >with a=3D20
>>> > particular instrument. Fairly<BR>study though, like a bowl of =
>>>rice=3D20
>>> > crispies.<BR>><BR>>4.) mute/disconnect the right channel when =3D
>>> >listening=3D20
>>> > back to<BR>the crackle-infested bounce to see if there's any =3D
>>> >pattern that=3D20
>>> > <BR>might apply to (3) above?<BR><BR>none<BR>><BR>>5.) Is =3D
>>> >the=3D20
>>> > crackle happening on ALL systems? IOW, have you<BR>burned a CD of
>>=
>>>=3D
>>> >the=3D20
>>> > bounced tracks & played it back on a home<BR>stereo, in your =3D
>>> >car, on=3D20
>>> > headphones, etc? Is it possible that<BR>for some odd reason the
=
>>>=3D
>>> >crackle is=3D20
>>> > due to something in your<BR>monitoring setup that isn't showing

up
>>=
>>>=3D
>>> >on=3D20
>>> > regular playback, but<BR>>might be showing up on a rendered =3D
>>> >file?<BR>This=3D20
>>> > first came to my attention after I burned a CD of test mixes for
=
>>>=3D
>>> >the<BR>client=3D20
>>> > and he called me after he got home and listened on his system =3D
>>> >(this<BR>was an=3D20
>>> > audio CD)so I would say it happens on all systems...but I =
>>>havn't=3D20
>>> > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as well
as
>>=
>>>my
>>> =3D
>>> >
>>> > Mackie 824's. The 824's are hooked<BR>up thru the spdif out of =3D
>>> >the mec=3D20
>>> > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are =
>>>hooked
>>> =3D
>>> >up thru=3D20
>>> > 2 analogue outs from the Mec into a GFA power<BR>amp. Crackles =
>>>exisist
>>> =3D
>>> >on the=3D20
>>> > left channel on both sets of speakers.<BR>><BR>>6.) What happens
=
>>>=3D
>>> >when=3D20
>>> > you open up an older project that you<BR>>DIDN'T have this problem
>>=
>>>=3D
>>> >on...?=3D20
>>> > If you do a bounce with that,<BR>>does it sound as it did before,
>=
>>>=3D
>>> >or does=3D20
>>> > it now have the<BR>>crackles in it?<BR><BR>Not nearly as bad...No
>=
>>>=3D
>>> >study=3D20
>>> > diet of rice crispies, but there were a couple<BR>of crackles =
>>>(random,

>>> =3D
>>> >I=3D20
>>> > bounced twice and listend to both mixes out of phase,<BR>set =
>>>markers =3D
>>> >at the=3D20
>>> > crackles, and verified by listening one at a time) This<BR>also =
>>>leads
>>> =3D
>>> >me to=3D20
>>> > believe it's some sort of ppj corruption brought on by the<BR>UAD
>=
>>>=3D
>>> >stuff, only=3D20
>>> > it happens over time, but I haven't been able to verify=3D20
>>> > this<BR>yet.<BR>>7.) Have you tried physically swapping =3D
>>> >your left=3D20
>>> > speaker with<BR>>your right speaker?<BR>swapping speakers make =
>>>no=3D20
>>> > difference, swapping the cables leading to the<BR>speakers makes
it
>>=
>>>=3D
>>> >happen in=3D20
>>> > the right speaker.<BR>>Just trying to think of things to =3D
>>> >try &=3D20
>>> > narrow it down by<BR>process of elimination.<BR>I appreciate
>=
>>>=3D
>>> >your=3D20
>>> > thought process. If this makes a light go off for you,<BR>please
=
>>>let =3D
>>> >me=3D20
>>> > know.<BR>>Can you e-mail me an mp3 file of any song or =3D
>>> >songs that=3D20
>>> > it's<BR>doing this on? If so, send it to: neil =3D
>>> >DOT=3D20
>>> > henderson AT<BR>sbcglobal DOT net I'd be curious as to =3D
>>> >what it=3D20
>>> > sounds like.<BR><BR>will =3D
>>> >Do<BR>>Neil<BR><BR>"Rod=3D20
>>> > Lincoln" <<A=3D20
>>> > =3D
>>> =
>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>>>&g=3D
>>> >t;=3D20
>>> > wrote:<BR>>OK..I got everything hooked backk up and =3D

>>> >sure=3D20
>>> > enough, the crackle is back<BR>>>on bounce to disk...in the left
=
>>>=3D
>>> >channel=3D20
>>> > only, same as always. I tried panning<BR>>>everything oppisite, =3D
>>> >crackle,=3D20
>>> > tried lowering levels, crackle.<BR>>>When I took all the tracks =3D
>>> >off the=3D20
>>> > submixes except for the drums on submix<BR>>>1, there were NO =3D
>>> >crackles.=3D20
>>> > There were also NO crackles when bouncing audio<BR>>>from any =3D
>>> >submix by=3D20
>>> > itself. <BR>>>This is a 24 bit mix with 24 bit tracks, so I =3D
>>> >tried=3D20
>>> > (advice from Aaron)<BR>>rendering<BR>>>some of the tracks to =3D
>>> >16 bit.=3D20
>>> > I rendered all the drums (15 tracks) and<BR>5<BR>>>other tracks =3D
>>> >to 16=3D20
>>> > bit, leaving 10 tracks at 24 bit...Crackles came back<BR>>>when =3D
>>> >bouncing=3D20
>>> > the entire mix. That's where I'm at. I can always do=3D20
>>> > the<BR>spdif<BR>>>bounce method...it's a real hassle because of =3D
>>> >the way=3D20
>>> > my moitoring and<BR>work<BR>>>flow is, but it's doable, and =3D
>>> >seems to=3D20
>>> > work, but I'd like to get this thing<BR>>>figured out. =3D
>>> ><BR>>>I've=3D20
>>> > had it for today. Going to crash.<BR>>>Rod<BR>>>"Rod =3D
>>> >Lincoln"=3D20
>>> > <<A=3D20
>>> > =3D
>>> =
>>>>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
>>>/A>=3D
>>> >>=3D20
>>> > wrote:<BR>>>><BR>>>>Well, I THOUGHT I had my "bounce =3D
>>> >to=3D20
>>> > disk" crackles whipped, but they came<BR>>>>back. This time I =3D
>>> >
>>> > re-patched and did a spdif bounce and that seemed=3D20
>>> > to<BR>cure<BR>>>>it. I havn't tried it yet with bounce to =3D
>>> >disk to=3D20
>>> > verify that the crackling<BR>>>>comes back, but I bet it =3D
>>> >will. I=3D20
>>> > wonder what could be causing this? =3D
>>> >The<BR>>>last<BR>>>>time I=3D20
>>> > did a fresh install of my system (via ghost) and it seemed to=3D20

---

>>> > get<BR>>>>rid of it, for a while. I'm going to try a bounce =3D
>>> >to disk=3D20
>>> > and see if the<BR>>>>crackles return.<BR>>>>The way =3D
>>> >my=3D20
>>> > system is set up, because of space limitations, and the=3D20
>>> > fact<BR>>>that<BR>>>>I have to have my drums basically =3D
>>> >in the=3D20
>>> > mix position (facing the other<BR>>>way)<BR>>>>makes it =3D
>>> >A=3D20
>>> > FREAKIN PITA to crawl behind the gear and unplug the=3D20
>>> > spdif<BR>cable<BR>>>>going to the DAC-1 and re-patch a cable =3D
>>> >loop. I=3D20
>>> > accidently unplugged something<BR>>>>while doing it, and had =3D
>>> >to rip=3D20
>>> > abouat half the system out to find=3D20
>>> > =3D
>>> >it.<BR>ERRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>>><BR>><BR></BLO=3D
>>> >CKQUOTE>
>>> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>>spam, =3D
>>> >and=3D20
>>> >you?<BR><A=3D20
>>> =
>>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>>>fer=3D
>>> >.html</A> </FONT></DIV></BODY></HTML>
>>> >
>>> >
>>>
>>>
>>><!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><FONT face=3DArial size=3D2>Okay Rod,</FONT></DIV>
>>><DIV>
>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>How about one
>>=
>>>track with=20
>>>the UAD plugs</FONT></DIV>
>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>that has a
=
>>>few rough spots=20
>>>that are amplified</FONT></DIV>

>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>by the plugin
>>=
>>>
>>>set?</FONT></DIV>
>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =

>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>Mute one =
>>>track at a time to=20

>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>size=3D2>???</FONT></DIV>
>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>size=3D2>Tom</FONT></DIV></DIV>
>>><BLOCKQUOTE=20
>>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>  <DIV>"Rod Lincoln" <<A=20
>>>  =
>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>>t;=20
>>>  wrote in message <A=20
>>>  href=3D"news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I
>>=
>>>agree=20
>>>  with you, except that when I play back an old project that =
>>>didn't<BR>have the=20
>>>  problem, it doesn't crackl, even with more tracks and the same =
>>>plugs<BR>as the=20
>>>  ppj's that crackle. <BR>Rod<BR>"Tom Bruhl" <<A=20
>>>  href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20
>>>  wrote:<BR>><BR>><BR>>Hey Rod,<BR>>Do the crackles repeat=20

>>>not, I'd=20

>>>they to=20
>>>  low in level? =3D20<BR>><BR>>If you suspect hardware I'd think =
>>>CPU, fan=20

>>>Start=20
>>>  with the cheapest fixes first.<BR>>Maybe you were right way back =
>>>with the=20
>>>  bad UAD assumption?<BR>><BR>>Still kickin' Paris=20

>>>  =
>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>>t;=20
>>>  wrote in message =

---

>>>  thanks for your response. see my answers interleaved =

>>>href=3D"mailto:OIU@I.com">OIU@I.com</A>>>=20

>>>tried=20

>>>everything=20

>>>left=20

>>>Everything=20

>>>removing=20

>>>>that,=20

>>>>mix?=20
>>>  This includes anything inserted across the =

>>>  Bounce with No FX (Auxes, both internal and external) still=20

>>>produce a=20

>>>time it=20

>>>to a sys=20

>>>(can't remember=20
>>>  the number, it had the Helios, but not =

>>>  88)and the crackles went away, so I thought it was a software rev=20

>>>sure I=20
>>>  reloaded the new version of the =

>>>

>>>mixing=20
>>>  project that I'm using the Neve 88 plug on a lot (love =3D<BR>>what
=
>>>

>>>bounces. I=20

>>>listened=20

>>>with each=20
>>> other, to hear the difference, since the crackles appeared =
>>>=3D<BR>>to=20

>>>a=20

>>>3 (that=20

>>>is a UAD=20
>>> rev problem that only shows up after some wear and tear=20

>>>re-load=20

>>>what=20

>>>even=20

>>>no=20
>>> crackles. That's wierd. Also the crackles =


>>>>3.)=20
>>> can you determine where the crackle rears it's ugly =

>>> >IOW, is it constant, more or less, or is it intermittent? =

>>> >it's intermittent, does it seem to coincide with any=20

>>>it be a=20

>>>track, which=20

>>>(confounded)=20

>>>associated with a=20

>>>like a bowl=20

>>>mute/disconnect the=20

>>>crackle-infested=20

>>>apply to=20

>>>>5.)=20

>>> >burned a CD of the bounced tracks & played it back on a=20

>>>possible=20

>>>something in=20

>>>regular=20


>>>CD of=20

>>>after he=20

>>>an audio=20
>>> CD)so I would say it happens on all systems...but I =3D<BR>>havn't=20

>>>NS 10's=20


>>> up thru the spdif out of the mec to a DAC-1 to a PVC passive volume=20

>>>analogue outs=20

>>>Crackles exisist=20


>>> >6.) What happens when you open up an older project that =

>>> >DIDN'T have this problem on...? If you do a bounce with=20

>>>have=20

>>>as=20
>>> bad...No study diet of rice crispies, but there were a=20

>>>and listend=20

>>>the=20
>>> crackles, and verified by listening one at a=20

>>>some sort=20

>>>stuff, only it=20
>>> happens over time, but I haven't been able to =3D<BR>>verify=20

>>>you=20

>>>>your right=20

>>>the=20

>>>happen in the=20

>>>think of=20


>>>If this=20


>>>file of=20

>>>send it=20

>>>>sbcglobal DOT=20


>>>Lincoln"=20
>>> <<A=20
>>> =
>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>>t;=20

>>>everything=20
>>> hooked backk up and sure enough, the crackle =

>>> >>on bounce to disk...in the left channel only, same as always. =
>>>I=20

>>>crackle,=20

>>>the=20
>>> tracks off the submixes except for the drums=20

>>>crackles. There=20


>>>a 24 bit=20
>>> mix with 24 bit tracks, so I tried (advice from =


>>>rendered=20

>>>
>>> >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
>>>

>>>mix.=20


>>>of the=20

>>>>>flow=20
>>> is, but it's doable, and seems to work, but I'd like to get =
>>>=3D<BR>>this=20

>>>>>I've had it=20

>>> >>"Rod Lincoln" <<A=20
>>> =
>>>href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A>=
>>>>=20

>>>THOUGHT I=20
>>> had my "bounce to disk" crackles whipped, but =3D<BR>>they =

>>> >>>back. This time I re-patched and did a spdif bounce and =
>>>that=20

>>>>>>it. I=20
>>> havn't tried it yet with bounce to disk to verify that the=20

>>>it will. I=20


>>>my system=20

>>>>>>rid of it,=20
>>> for a while. I'm going to try a bounce to disk and see =3D<BR>>if=20

>>>>>>The=20
>>> way my system is set up, because of space limitations, and=20

>>>>>>I=20
>>> have to have my drums basically in the mix position (facing the=20

>>>>>>makes it A=20
>>> FREAKIN PITA to crawl behind the gear and unplug the=20

>>>to the=20
>>> DAC-1 and re-patch a cable loop. I accidently =3D<BR>>unplugged=20

>>>abouat half=20

>>>Polesoft=20
>>> Lockspam to fight spam, and=20

>>> <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
>>> Transitional//EN"><BR>><HTML><HEAD><BR>><META=20
>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>>> =3D<BR>>charset=3D3Diso-8859-1"><BR>><META =
>>>content=3D3D"MSHTML=20
>>> 6.00.2800.1400"=20
>>> =
>>>name=3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=
>>>D><BR>><BODY=20
>>> bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial =
>>>size=3D3D2>Hey=20
>>> Rod,</FONT></DIV><BR>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2>Do the crackles repeat themselves in =3D<BR>>exactly=20
>>> the=3D20<BR>>same =
>>>places</FONT></DIV><BR>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2>on play back? If not, I'd look at=20
>>> =3D<BR>><BR>>hardware. Do they show=20
>>> up</FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
>>> size=3D3D2>in the waveform or are they to low in =3D<BR>>level?=20
>>> =3D20<BR>></FONT></DIV><BR>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2></FONT> </DIV><BR>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2>If you suspect hardware I'd think=20
>>> CPU,<BR>=3D<BR>></FONT><FONT=3D20<BR>>face=3D3DArial =
>>>size=3D3D2>fan=20
>>> (make it cold!) or</FONT></DIV><BR>><DIV><FONT =
>>>
>>> face=3D3DArial size=3D3D2>power supply. Not in that =
>>>=3D<BR>>order.=20
>>> Start=3D20<BR>>with </FONT><FONT face=3D3DArial =
>>>size=3D3D2>the=20
>>> cheapest fixes=20
>>> =3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2>Maybe you were right way back with=20
>>> the<BR>=3D<BR>>bad=20
>>> =
>>>UAD=3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=
>>>t;FONT=20
>>> face=3D3DArial size=3D3D2></FONT> =
>>></DIV><BR>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2>Still kickin' Paris=20

>>>  =3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =
>>>
>>> face=3D3DArial=20
>>> size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2></FONT>=20
>>> =
>>></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =
>>>0px;=20
>>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 =
>>>2px solid;=20


>>> =
>>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=


>>> =
>>>href=3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>Neil=
>>>'>news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV>=

>>>  thanks for your response. see my answers interleaved=20

>>><<A=20
>>>  href=3D3D"<A=20
>>> =
>>>href=3D'mailto:OIU@I.com">OIU@I.com</A'>mailto:OIU@I.com">OIU@I.com<=
>>>;/A</A>>>=20
>>> =3D<BR>>wrote:<BR>><BR>>This =

>>>  have you tried any of the following:<BR>><BR>>1.)=20

>>>shows=20

>>>is the=20
>>>  crackling then centered?<BR>><BR>Everything Panned =
>>>=3D<BR>>Ctr=20

>>>removing ALL=20

>>>dry/clean=20
>>>  like<BR>>that, with everything panned as you normally =
>>>=3D<BR>>would=20

>>>inserted=20

>>>No FX=20
>>>  (Auxes, both internal and external) =

>>> Crackles<BR><BR>Bounce with no plugs...this does produce a =
>>>crackle=20

>>>first time it=20

>>>thought I had it=20
>>> narrowed<BR>down to the UAD plugs. I re-ghosted =3D<BR>>to=20

>>>install (can't=20

>>>but not the=20
>>> Neve<BR>88)and the crackles went away, =

>>> thought it was a software rev that Paris<BR>didn't like, but =
>>>just to=20

>>>the UAD=20

>>>88) and it=20
>>> still didn't crackle. At that point I<BR>thought it =
>>>=3D<BR>>might=20


>>>that I'm=20
>>> using the Neve 88 plug on a lot (love what it<BR>does) I=20

>>>to bounces. I=20
>>> actually did 2<BR>bounces of =3D<BR>>every =

>>> listened back to both at the same time, out of phase<BR>with=20

>>>since the=20
>>> crackles appeared to =

>>> were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =
>>>

>>>so far). I'm=20
>>> wondering now if<BR>it is a =3D<BR>>UAD =

>>> that only shows up after some wear and tear on the<BR>sys.=20

>>>
>>> <BR>UAD software (Neve 88 ver) tommorrow =3D<BR>>and=20

>>>I did a=20

>>>it<BR>is=20
>>> tonight, there are no crackles. That's wierd.=20

>>>till=20
>>> listening to the bounced=20

>>>you=20
>>> determine where the crackle rears it's ugly head?<BR>>IOW,=20

>>>intermittent?=20

>>>it seem to=20
>>> coincide with any particular<BR>>instrument or =
>>>=3D<BR>>track?=20

>>>particular<BR>>plugin on=20

>>>occurs=20
>>> though<BR>>most of the song, but not on =

>>> (confounded) bridge?<BR><BR>totally random...not in anyway =
>>>

>>>instrument.=20

>>> crispies.<BR>><BR>>4.) mute/disconnect the right =
>>>channel=20

>>> crackle-infested bounce to see if there's any =3D<BR>>pattern=20

>>> above?<BR><BR>none<BR>><BR>>5.) Is=20

>>>IOW, have=20

>>>bounced tracks=20
>>> & played it back on a home<BR>stereo, in your =
>>>=3D<BR>>car,=20

>>>that<BR>>for some=20

>>>something in=20
>>> your<BR>monitoring setup that isn't showing up=20

>>>but<BR>>might be=20
>>> showing up on a rendered =

>>> came to my attention after I burned a CD of test mixes for=20

---

>>>after he got=20
>>> home and listened on his system =3D<BR>>(this<BR>was=20

>>>systems...but I=20

>>>does happen=20

>>>The 824's=20
>>> are hooked<BR>up thru the spdif out of =3D<BR>>the =

>>> to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are=20

>>>the Mec into=20
>>> a GFA power<BR>amp. Crackles exisist<BR>=3D<BR>>on =

>>> left channel on both sets of speakers.<BR>><BR>>6.) =
>>>What=20

>>>project that=20
>>> you<BR>>DIDN'T have this problem =

>>> you do a bounce with that,<BR>>does it sound as it did =
>>>before,=20

>>>the<BR>>crackles in=20
>>> it?<BR><BR>Not nearly as bad...No =

>>> diet of rice crispies, but there were a couple<BR>of crackles=20

>>>to both=20
>>> mixes out of phase,<BR>set markers =3D<BR>>at =

>>> crackles, and verified by listening one at a time) This<BR>also=20

>>>ppj=20
>>> corruption brought on by the<BR>UAD =3D<BR>>stuff,=20

>>>to=20

>>>this<BR>yet.<BR>><BR>>7.) Have=20

>>>speaker=20
>>> with<BR>>your right speaker?<BR>swapping speakers make=20


>>>the right=20
>>> speaker.<BR>><BR>>Just trying to think of things to=20

>>>by<BR>>process of=20
>>> elimination.<BR><BR>I appreciate =

>>> thought process. If this makes a light go off for you,<BR>please =
>>>let=20

>>>you e-mail=20

>>>
>>> it's<BR>>doing this on? If so, send it to: neil=20

>>>DOT net I'd=20

>>> like.<BR><BR>will=20
>>> =
>>>=3D<BR>>Do<BR>><BR>>Neil<BR>><BR>>=


>>> =
>>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

>>> wrote:<BR>><BR>>>OK..I got everything hooked =
>>>backk up=20

>>> back<BR>>>on bounce to disk...in the left=20

>>> panning<BR>>>everything oppisite,=20

>>> crackle.<BR>>>When I took all the tracks =3D<BR>>off=20

>>> submix<BR>>>1, there were NO =

>>> There were also NO crackles when bouncing audio<BR>>>from =
>>>any=20

>>>is a 24 bit=20

>>>(advice from=20
>>> Aaron)<BR>rendering<BR>>>some of the tracks to=20

>>>tracks)=20
>>> and<BR>5<BR>>>other tracks =3D<BR>>to =

>>> bit, leaving 10 tracks at 24 bit...Crackles came =
>>>back<BR>>>when=20

>>>I'm at. I can=20

>>>the<BR>spdif<BR>>>>bounce=20
>>> method...it's a real hassle because of =3D<BR>>>the =

>>> moitoring and<BR>work<BR>>>>flow is, but it's doable, =
>>>and=20

>>> thing<BR>>>>figured out.=20

>>>Going to=20
>>> crash.<BR>>>>Rod<BR>>>>"Rod=20

>>> =3D<BR>>>href=3D3D"<A=20
>>> =
>>>href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=
>>>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=

>>> wrote:<BR>>>><BR>>>>Well, I THOUGHT I =
>>>had my=20

>>>they=20

>>>re-patched=20

>>> to<BR>>cure<BR>>>>it. I havn't tried it yet =
>>>with=20

>>> crackling<BR>>>>comes back, but I bet it =
>>>=3D<BR>>will.=20

>>> =3D<BR>>The<BR>>>>last<BR>>>>time=20

>>>it seemed=20

>>>I'm going=20

>>> the<BR>>>>crackles return.<BR>>>>The way =
>>>

>>>limitations,=20

>>>fact<BR>>>>that<BR>>>>I=20

>>>mix position=20
>>> (facing the other<BR>>>>way)<BR>>>>makes it=20

>>>and unplug=20

>>>to the=20


>>>accidently=20
>>>  unplugged something<BR>>>>while doing it, and had =
>>>=3D<BR>>to=20



>>>  =
>>>=3D<BR>>it.<BR>ERRRRRRRRRRRRRRRR!<BR>>>>Rod<BR=
>>>>>><BR>><BR></BLO=3D<BR>>CKQUOTE><BR>>=
>>>;<DIV><FONT=20
>>>  size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>>spam,=20
>>>  =
>>>=3D<BR>>and=3D20<BR>>you?<BR><A=3D20<BR>>href=3D3D "<A=20
>>>  =
>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>>>=3D<BR>>.html</A>=20
>>>  =
>>></FONT></DIV></BODY></HTML><BR>><BR>><BR></=
>>>BLOCKQUOTE></BODY></HTML>
>>>
>>>
>>
>

---

## Subject: Re: Crackles are back...not on SPDIF though
Posted by Neil on Mon, 05 Nov 2007 19:15:58 GMT

You know, the only other thing I can think of is that it's an
input overload problem with one of your UAD plugins. Consider
trying this: Get a simple VST gain plugin like this one:

http://www.gvst.co.uk/dl070421/GGain-GJ.zip

Insert it BEFORE every UAD plugin you're using, dropping the
gain by let's say 5db, then on the UAD plug's output, make up
the 5db difference.


Neil



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

>
>Yeah, I did that when this initially started, a couple weeks ago.
>Rod
>"Neil" <OIU@IOU.com> wrote:
>>
>>And you've already done the usual stuff like removing your EDS
>>cards, cleaning off the contacts & re-seating them, etc?
>>
>>Neil
>>
>>
>>
>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>>
>>>Tom, I've already done that. It's not that. It's definiatly something
that
>>>only shows up on the bounced to disk file. Also it's totally random and
>>not
>>>at all related to any single audio event.
>>>Rod
>>>"Tom Bruhl" <arpegio@comcast.net> wrote:
>>>>
>>>>
>>>>Okay Rod,
>>>>How about one track with the UAD plugs
>>>>that has a few rough spots that are amplified
>>>>by the plugin set?
>>>>
>>>>Mute one track at a time to find it.  PITA for sure.
>>>>???
>>>>Tom
>>>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
>>>>news:472f2455$1@linux...
>>>>
>>>> I agree with you, except that when I play back an old project that
=
>>>>didn't
>>>> have the problem, it doesn't crackl, even with more tracks and the
=
>>>>same plugs
>>>> as the ppj's that crackle.=20
>>>> Rod
>>>> "Tom Bruhl" <arpegio@comcast.net> wrote:
>>>> >
>>>> >
>>>> >Hey Rod,
>>>> >Do the crackles repeat themselves in exactly the same places
>>>> >on play back?  If not, I'd look at hardware.  Do they show up

>>>> >in the waveform or are they to low in level? =3D20
>>>> >
>>>> >If you suspect hardware I'd think CPU, fan (make it cold!) or
>>>> >power supply.  Not in that order.  Start with the cheapest fixes =
>>>>first.
>>>> >Maybe you were right way back with the bad UAD assumption?
>>>> >
>>>> >Still kickin' Paris around,
>>>> >Tom
>>>> >
>>>> >  "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
>>>> >news:472e82a3$1@linux...
>>>> >
>>>> >  Neil, thanks for your response. see my answers interleaved below
>>>> >  Rod
>>>> >  "Neil" <OIU@I.com> wrote:
>>>> >  >
>>>> >  >This is weird... have you tried any of the following:
>>>> >  >
>>>> >  >1.) pan everything to center, and then see if it still shows up
>>>> >  >on the left channel? or is the crackling then centered?
>>>> >
>>>> >  Everything Panned Ctr still Crackles
>>>> >  >
>>>> >  >2.) removing ALL plugins & EFX, and bouncing dry/clean like
>>>> >  >that, with everything panned as you normally would for this
>>>> >  >mix? This includes anything inserted across the 2-buss.
>>>> >
>>>> >  Bounce with No FX (Auxes, both internal and external) still =
>>>>Crackles
>>>> >
>>>> >  Bounce with no plugs...this does produce a crackle free bounce.
I
>>=
>>>>=3D
>>>> >tried this
>>>> >  the first time it happened a couple weeks ago, and thought I had
>it
>>>=
>>>> =3D
>>>> >narrowed
>>>> >  down to the UAD plugs. I re-ghosted to a sys version that had an
>=
>>>>=3D
>>>> >earlier
>>>> >  UAD install (can't remember the number, it had the Helios, but not
>>>=
>>>>the

>>>> =3D
>>>> >Neve
>>>> > 88)and the crackles went away, so I thought it was a software rev
>>=
>>>>that
>>>> =3D
>>>> >Paris
>>>> > didn't like, but just to be sure I reloaded the new version of the
>>>=
>>>>UAD
>>>> =3D
>>>> >software
>>>> > (the one with the Neve 88)  and it still didn't crackle. At that
>=
>>>>point
>>>> =3D
>>>> >I
>>>> > thought it might be something else altogether and since I am in
the
>>>=
>>>>>=3D
>>>> >middle
>>>> > of a mixing project that I'm using the Neve 88 plug on a lot (love
>>>=
>>>>>=3D
>>>> >what it
>>>> > does) I just went for it, listening closely to bounces. I actually
>>>=
>>>>did
>>>> =3D
>>>> >2
>>>> > bounces of every mix and listened back to both at the same time,
>=
>>>>out =3D
>>>> >of phase
>>>> > with each other, to hear the difference, since the crackles =
>>>>appeared =3D
>>>> >to be
>>>> > random.) There were maybe 1 or 2 crackles per song on a couple =
>>>>songs,
>>>> =3D
>>>> >and
>>>> > no crackles on the other 3 (that I've done so far). I'm wondering
>>=
>>>>now
>>>> =3D
>>>> >if
>>>> > it is a UAD rev problem that only shows up after some wear and tear

```
>>>=
>>>>on
>>>> =3D
>>>> >the
>>>> > sys. I'm going to re-ghost and re-load the=3D20
>>>> > UAD software (Neve 88 ver) tommorow and see what happens.
>>>> > Just to reiterate...when I did a spdif bounce, even with my system
>>>=
>>>>as
>>>> =3D
>>>> >it
>>>> > is tonight, there are no crackles. That's wierd. Also the crackles
>>>=
>>>>=3D
>>>> >never
>>>> > show till listening to the bounced file.
>>>> > >
>>>> > >3.) can you determine where the crackle rears it's ugly head?
>>>> > >IOW, is it constant, more or less, or is it intermittent? If
>>>> > >it's intermittent, does it seem to coincide with any particular
>>>> > >instrument or track? For example, could it be a particular
>>>> > >plugin on the - let's say - cowbell track, which occurs though
>>>> > >most of the song, but not on the (confounded) bridge?
>>>> >
>>>> > totally random...not in anyway associated with a particular =3D
>>>> >instrument. Fairly
>>>> > study though, like a bowl of rice crispies.
>>>> > >
>>>> > >4.) mute/disconnect the right channel when listening back to
>>>> > >the crackle-infested bounce to see if there's any pattern =
>>>>that=3D20
>>>> > >might apply to (3) above?
>>>> >
>>>> > none
>>>> > >
>>>> > >5.) Is the crackle happening on ALL systems? IOW, have you
>>>> > >burned a CD of the bounced tracks & played it back on a home
>>>> > >stereo, in your car, on headphones, etc? Is it possible that
>>>> > >for some odd reason the crackle is due to something in your
>>>> > >monitoring setup that isn't showing up on regular playback, but
>>>> > >might be showing up on a rendered file?
>>>> > This first came to my attention after I burned a CD of test mixes
>>=
>>>>for
>>>> =3D
>>>> >the
>>>> > client and he called me after he got home and listened on his =
>>>>system =3D
```

>>>> >(this
>>>> >  was an audio CD)so I would say it happens on all systems...but I
>=
>>>>=3D
>>>> >havn't burnt
>>>> >  another CD yet.
>>>> >  It does happen on my NS 10's as well as my Mackie  824's. The 824's
>>>=
>>>>=3D
>>>> >are hooked
>>>> >  up thru the spdif out of the mec to a DAC-1 to a PVC passive volume
>>>=
>>>>=3D
>>>> >control.
>>>> >  The NS 10's are hooked up thru 2 analogue outs from the Mec into
>a
>>>=
>>>>GFA
>>>> =3D
>>>> >power
>>>> >  amp. Crackles exisist on the left channel on both sets of speakers.
>>>> > >
>>>> >  >6.) What happens when you open up an older project that you
>>>> >  >DIDN'T have this problem on...? If you do a bounce with that,
>>>> >  >does it sound as it did before, or does it now have the
>>>> >  >crackles in it?
>>>> >
>>>> >  Not nearly as bad...No study diet of rice crispies, but there were
>>>=
>>>>a =3D
>>>> >couple
>>>> >  of crackles (random, I bounced twice and listend to both mixes out
>>>=
>>>>of
>>>> =3D
>>>> >phase,
>>>> >  set markers at the crackles, and verified by listening one at a
=
>>>>time)
>>>> =3D
>>>> >This
>>>> >  also leads me to believe it's some sort of ppj corruption brought
>>=
>>>>on =3D
>>>> >by the
>>>> >  UAD stuff, only it happens over time, but I haven't been able to
>=
>>>>=3D

---

```
>>>> >verify this
>>>> > yet.
>>>> > >
>>>> > >7.) Have you tried physically swapping your left speaker with
>>>> > >your right speaker?
>>>> > swapping speakers make no difference, swapping the cables leading
>>=
>>>>to =3D
>>>> >the
>>>> > speakers makes it happen in the right speaker.
>>>> > >
>>>> > >Just trying to think of things to try & narrow it down by
>>>> > >process of elimination.
>>>> >
>>>> > I appreciate your thought process. If this makes a light go off
for
>>>=
>>>>>=3D
>>>> >you,
>>>> > please let me know.
>>>> > >
>>>> > >Can you e-mail me an mp3 file of any song or songs that it's
>>>> > >doing this on? If so, send it to:   neil  DOT henderson AT
>>>> > >sbcglobal DOT net   I'd be curious as to what it sounds like.
>>>> >
>>>> > will Do
>>>> > >
>>>> > >Neil
>>>> > >
>>>> > >
>>>> > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>>> > >>
>>>> > >>OK..I got everything hooked backk up and sure enough, the crackle
>>>=
>>>>is
>>>> =3D
>>>> >back
>>>> > >>on bounce to disk...in the left channel only, same as always.
I
>>=
>>>>>=3D
>>>> >tried panning
>>>> > >>everything oppisite, crackle, tried lowering levels, crackle.
>>>> > >>When I took all the tracks off the submixes except for the drums
>>>=
>>>>on
>>>> =3D
>>>> >submix
```

>>>> > >>1, there were NO crackles. There were also NO crackles when =
>>>>bouncing
>>>> =3D
>>>> >audio
>>>> > >>from any submix by itself.=3D20
>>>> > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice from
>>>=
>>>>=3D
>>>> >Aaron)
>>>> > >rendering
>>>> > >>some of the tracks to 16 bit. I rendered all the drums (15 =
>>>>tracks) =3D
>>>> >and
>>>> > 5
>>>> > >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles
>=
>>>>came
>>>> =3D
>>>> >back
>>>> > >>when bouncing the entire mix. That's where I'm at. I can always
>>=
>>>>do =3D
>>>> >the
>>>> > spdif
>>>> > >>bounce method...it's a real hassle because of the way my =
>>>>moitoring =3D
>>>> >and
>>>> > work
>>>> > >>flow is, but it's doable, and seems to work, but I'd like to get
>>>=
>>>>=3D
>>>> >this thing
>>>> > >>figured out.=3D20
>>>> > >>I've had it for today. Going to crash.
>>>> > >>Rod
>>>> > >>"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:
>>>> > >>>
>>>> > >>>Well, I THOUGHT I had my "bounce to disk" crackles whipped, but
>>>=
>>>>=3D
>>>> >they came
>>>> > >>>back. This time I re-patched and did a spdif bounce and that
=
>>>>seemed
>>>> =3D
>>>> >to
>>>> > >cure
>>>> > >>>it. I havn't tried it yet with bounce to disk to verify that

the
>>>=
>>>>=3D
>>>> >crackling
>>>> > >>>comes back, but I bet it will. I wonder what could be causing
>=
>>>>this?
>>>> =3D
>>>> >The
>>>> > >>last
>>>> > >>>time I did a fresh install of my system (via ghost) and it =
>>>>seemed =3D
>>>> >to get
>>>> > >>>rid of it, for a while. I'm going to try a bounce to disk and
>=
>>>>see =3D
>>>> >if the
>>>> > >>>crackles return.
>>>> > >>>The way my system is set up, because of space limitations, and
>>=
>>>>the
>>>> =3D
>>>> >fact
>>>> > >>that
>>>> > >>>I have to have my drums basically in the mix position (facing
>=
>>>>the =3D
>>>> >other
>>>> > >>way)
>>>> > >>>makes it A FREAKIN PITA to crawl behind the gear and unplug the
>>>=
>>>>=3D
>>>> >spdif
>>>> > cable
>>>> > >>>going to the DAC-1 and re-patch a cable loop. I accidently =3D
>>>> >unplugged something
>>>> > >>>while doing it, and had to rip abouat half the system out to
=
>>>>find =3D
>>>> >it.
>>>> > ERRRRRRRRRRRRRRRRR!
>>>> > >>>Rod
>>>> > >>
>>>> > >
>>>> >
>>>> >
>>>> >
>>>> >I choose Polesoft Lockspam to fight spam, and you?

>>>> >http://www.polesoft.com/refer.html  =20
>>>> >
>>>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>> ><HTML><HEAD>
>>>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>>>> >charset=3D3Diso-8859-1">
>>>> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>>> ><STYLE></STYLE>
>>>> ></HEAD>
>>>> ><BODY bgColor=3D3D#ffffff>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Hey Rod,</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Do the crackles repeat =
>>>>themselves in =3D
>>>> >exactly the=3D20
>>>> >same places</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>on play back? If not, I'd look
>>=
>>>>at =3D
>>>> >
>>>> >hardware. Do they show up</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>in the waveform or are they to
>>=
>>>>low in =3D
>>>> >level? =3D20
>>>> ></FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>If you suspect hardware I'd =
>>>>think CPU,
>>>> =3D
>>>> ></FONT><FONT=3D20
>>>> >face=3D3DArial size=3D3D2>fan (make it cold!) or</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>power supply. Not in that =3D
>>>> >order. Start=3D20
>>>> >with </FONT><FONT face=3D3DArial size=3D3D2>the cheapest fixes =3D
>>>> >first.</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Maybe you were right way back
>=
>>>>with the
>>>> =3D
>>>> >bad UAD=3D20
>>>> >assumption?</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Still kickin' Paris =3D
>>>> >around,</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> ><BLOCKQUOTE=3D20
>>>> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;

>>=
>>>>=3D
>>>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>> >  <DIV>"Rod Lincoln" <<A=3D20
>>>> >  =3D
>>>> =
>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>>>>&g=3D
>>>> >t;=3D20
>>>> >  wrote in message <A=3D20
>>>> >  =3D
>>>> =
>>>>href=3D3D"news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>N=
>>>>eil=3D
>>>> >,=3D20
>>>> >  thanks for your response. see my answers interleaved =3D
>>>> >below<BR>Rod<BR>"Neil"=3D20
>>>> >  <<A href=3D3D"mailto:OIU@I.com">OIU@I.com</A>> =3D
>>>> >wrote:<BR>><BR>>This is=3D20
>>>> >  weird... have you tried any of the following:<BR>><BR>>1.) pan=3D20
>>>> >  everything to center, and then see if it still shows up<BR>>on the
>>>=
>>>>=3D
>>>> >left=3D20
>>>> >  channel? or is the crackling then centered?<BR><BR>Everything =
>>>>Panned =3D
>>>> >Ctr still=3D20
>>>> >  Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D
>>>> >bouncing=3D20
>>>> >  dry/clean like<BR>that, with everything panned as you normally
>=3D
>>>> >would for=3D20
>>>> >  this<BR>>mix? This includes anything inserted across the=3D20
>>>> >  2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and =
>>>>external) =3D
>>>> >still=3D20
>>>> >  Crackles<BR><BR>Bounce with no plugs...this does produce a crackle
>>>=
>>>>=3D
>>>> >free=3D20
>>>> >  bounce. I tried this<BR>the first time it happened a couple weeks
>>=
>>>>ago,
>>>> =3D
>>>> >and=3D20
>>>> >  thought I had it narrowed<BR>down to the UAD plugs. I re-ghosted
>=
>>>>=3D3D

>>>> >to a=3D20
>>>> > sys version that had an earlier<BR>UAD install (can't remember the
>>>=
>>>>=3D
>>>> >number, it=3D20
>>>> > had the Helios, but not the Neve<BR>88)and the crackles went away,
>>>=
>>>>so
>>>> =3D
>>>> >I=3D20
>>>> > thought it was a software rev that Paris<BR>didn't like, but just
>>=
>>>>to =3D
>>>> >be sure I=3D20
>>>> > reloaded the new version of the UAD software<BR>(the one with the
>>=
>>>>Neve
>>>> =3D
>>>> >
>>>> > 88) and it still didn't crackle. At that point I<BR>thought it =3D
>>>> >might be=3D20
>>>> > something else altogether and since I am in the middle<BR>of a =
>>>>mixing
>>>> =3D
>>>> >project=3D20
>>>> > that I'm using the Neve 88 plug on a lot (love what it<BR>does) I
>>=
>>>>just
>>>> =3D
>>>> >went=3D20
>>>> > for it, listening closely to bounces. I actually did 2<BR>bounces
>>=
>>>>of =3D
>>>> >every mix=3D20
>>>> > and listened back to both at the same time, out of phase<BR>with
>=
>>>>each
>>>> =3D
>>>> >other,=3D20
>>>> > to hear the difference, since the crackles appeared to =
>>>>be<BR>random.)
>>>> =3D
>>>> >There=3D20
>>>> > were maybe 1 or 2 crackles per song on a couple songs, and<BR>no
>=
>>>>=3D
>>>> >crackles on=3D20

>>>> > the other 3 (that I've done so far). I'm wondering now if<BR>it
is
>>>=
>>>>a =3D
>>>> >UAD rev=3D20
>>>> > problem that only shows up after some wear and tear on the<BR>sys.
>>>=
>>>>I'm
>>>> =3D
>>>> >going=3D20
>>>> > to re-ghost and re-load the <BR>UAD software (Neve 88 ver) =
>>>>tommorrow =3D
>>>> >and see=3D20
>>>> > what happens.<BR>Just to reiterate...when I did a spdif bounce,
=
>>>>even =3D
>>>> >with my=3D20
>>>> > system as it<BR>is tonight, there are no crackles. That's wierd.
>=
>>>>Also
>>>> =3D
>>>> >the=3D20
>>>> > crackles never<BR>show till listening to the bounced =3D
>>>> >file.<BR>><BR>>3.)=3D20
>>>> > can you determine where the crackle rears it's ugly head?<BR>>IOW,
>>>=
>>>>=3D
>>>> >is it=3D20
>>>> > constant, more or less, or is it intermittent? If<BR>>it's =3D
>>>> >intermittent,=3D20
>>>> > does it seem to coincide with any particular<BR>>instrument or =3D
>>>> >track? For=3D20
>>>> > example, could it be a particular<BR>>plugin on the - let's say
-
>>=
>>>>=3D
>>>> >cowbell=3D20
>>>> > track, which occurs though<BR>>most of the song, but not on =
>>>>the=3D20
>>>> > (confounded) bridge?<BR><BR>totally random...not in anyway =
>>>>associated
>>>> =3D
>>>> >with a=3D20
>>>> > particular instrument. Fairly<BR>study though, like a bowl of =
>>>>rice=3D20
>>>> > crispies.<BR>><BR>>4.) mute/disconnect the right channel when =3D
>>>> >listening=3D20
>>>> > back to<BR>the crackle-infested bounce to see if there's any =3D

>>>> >pattern that=3D20
>>>> > <BR>>might apply to (3) above?<BR><BR>none<BR>><BR>>5.) Is =3D
>>>> >the=3D20
>>>> > crackle happening on ALL systems? IOW, have you<BR>>burned a CD
of
>>>=
>>>>=3D
>>>> >the=3D20
>>>> > bounced tracks & played it back on a home<BR>>stereo, in your =3D
>>>> >car, on=3D20
>>>> > headphones, etc? Is it possible that<BR>>for some odd reason the
>=
>>>>=3D
>>>> >crackle is=3D20
>>>> > due to something in your<BR>>monitoring setup that isn't showing
>up
>>>=
>>>>=3D
>>>> >on=3D20
>>>> > regular playback, but<BR>>might be showing up on a rendered =3D
>>>> >file?<BR>This=3D20
>>>> > first came to my attention after I burned a CD of test mixes for
>=
>>>>=3D
>>>> >the<BR>client=3D20
>>>> > and he called me after he got home and listened on his system =3D
>>>> >(this<BR>was an=3D20
>>>> > audio CD)so I would say it happens on all systems...but I =
>>>>havn't=3D20
>>>> > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as well
>as
>>>=
>>>>my
>>>> =3D
>>>> >
>>>> > Mackie 824's. The 824's are hooked<BR>up thru the spdif out of =3D
>>>> >the mec=3D20
>>>> > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are =
>>>>hooked
>>>> =3D
>>>> >up thru=3D20
>>>> > 2 analogue outs from the Mec into a GFA power<BR>amp. Crackles =
>>>>exisist
>>>> =3D
>>>> >on the=3D20
>>>> > left channel on both sets of speakers.<BR>><BR>>6.) What happens
>=
>>>>=3D

>>>> >when=3D20
>>>> > you open up an older project that you<BR>>DIDN'T have this problem
>>>=
>>>>=3D
>>>> >on...?=3D20
>>>> > If you do a bounce with that,<BR>>does it sound as it did before,
>>=
>>>>=3D
>>>> >or does=3D20
>>>> > it now have the<BR>>crackles in it?<BR><BR>Not nearly as bad...No
>>=
>>>>=3D
>>>> >study=3D20
>>>> > diet of rice crispies, but there were a couple<BR>of crackles =
>>>>(random,
>>>> =3D
>>>> >I=3D20
>>>> > bounced twice and listend to both mixes out of phase,<BR>set =
>>>>markers =3D
>>>> >at the=3D20
>>>> > crackles, and verified by listening one at a time) This<BR>also
=
>>>>leads
>>>> =3D
>>>> >me to=3D20
>>>> > believe it's some sort of ppj corruption brought on by the<BR>UAD
>>=
>>>>=3D
>>>> >stuff, only=3D20
>>>> > it happens over time, but I haven't been able to verify=3D20
>>>> > this<BR>yet.<BR>><BR>>7.) Have you tried physically swapping =3D
>>>> >your left=3D20
>>>> > speaker with<BR>>your right speaker?<BR>swapping speakers make =
>>>>no=3D20
>>>> > difference, swapping the cables leading to the<BR>speakers makes
>it
>>>=
>>>>=3D
>>>> >happen in=3D20
>>>> > the right speaker.<BR>><BR>>Just trying to think of things to =3D
>>>> >try &=3D20
>>>> > narrow it down by<BR>>process of elimination.<BR><BR>I appreciate
>>=
>>>>=3D
>>>> >your=3D20
>>>> > thought process. If this makes a light go off for you,<BR>please
>=
>>>>let =3D

>>>> >me=3D20
>>>> > know.<BR>><BR>>Can you e-mail me an mp3 file of any song or =3D
>>>> >songs that=3D20
>>>> > it's<BR>>doing this on? If so, send it to: neil =3D
>>>> >DOT=3D20
>>>> > henderson AT<BR>>sbcglobal DOT net I'd be curious as to =3D
>>>> >what it=3D20
>>>> > sounds like.<BR>><BR>>will =3D
>>>> >Do<BR>><BR>>Neil<BR>><BR>><BR>>"Rod=3D20
>>>> > Lincoln" <<A=3D20
>>>> > =3D
>>>> =
>>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>>>>&g=3D
>>>> >t;=3D20
>>>> > wrote:<BR>>><BR>>>OK..I got everything hooked backk up and =3D
>>>> >sure=3D20
>>>> > enough, the crackle is back<BR>>>on bounce to disk...in the left
>=
>>>>=3D
>>>> >channel=3D20
>>>> > only, same as always. I tried panning<BR>>>everything oppisite,
=3D
>>>> >crackle,=3D20
>>>> > tried lowering levels, crackle.<BR>>>When I took all the tracks
=3D
>>>> >off the=3D20
>>>> > submixes except for the drums on submix<BR>>>1, there were NO =3D
>>>> >crackles.=3D20
>>>> > There were also NO crackles when bouncing audio<BR>>>from any =3D
>>>> >submix by=3D20
>>>> > itself. <BR>>>This is a 24 bit mix with 24 bit tracks, so I =3D
>>>> >tried=3D20
>>>> > (advice from Aaron)<BR>>rendering<BR>>>some of the tracks to =3D
>>>> >16 bit.=3D20
>>>> > I rendered all the drums (15 tracks) and<BR>5<BR>>>other tracks
=3D
>>>> >to 16=3D20
>>>> > bit, leaving 10 tracks at 24 bit...Crackles came back<BR>>>when
=3D
>>>> >bouncing=3D20
>>>> > the entire mix. That's where I'm at. I can always do=3D20
>>>> > the<BR>spdif<BR>>>bounce method...it's a real hassle because of
=3D
>>>> >the way=3D20
>>>> > my moitoring and<BR>work<BR>>>flow is, but it's doable, and =3D
>>>> >seems to=3D20
>>>> > work, but I'd like to get this thing<BR>>>figured out. =3D

>>>> ><BR>>>I've=3D20
>>>> > had it for today. Going to crash.<BR>>>Rod<BR>>>"Rod =3D
>>>> >Lincoln"=3D20
>>>> > <<A=3D20
>>>> > =3D
>>>> =
>>>>>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
>>>>/A>=3D
>>>> >>=3D20
>>>> > wrote:<BR>>>><BR>>>>Well, I THOUGHT I had my "bounce =3D
>>>> >to=3D20
>>>> > disk" crackles whipped, but they came<BR>>>>back. This time I =3D
>>>> >
>>>> > re-patched and did a spdif bounce and that seemed=3D20
>>>> > to<BR>>cure<BR>>>>it. I havn't tried it yet with bounce to =3D
>>>> >disk to=3D20
>>>> > verify that the crackling<BR>>>>comes back, but I bet it =3D
>>>> >will. I=3D20
>>>> > wonder what could be causing this? =3D
>>>> >The<BR>>>last<BR>>>>time I=3D20
>>>> > did a fresh install of my system (via ghost) and it seemed to=3D20
>>>> > get<BR>>>>rid of it, for a while. I'm going to try a bounce =3D
>>>> >to disk=3D20
>>>> > and see if the<BR>>>>crackles return.<BR>>>>The way =3D
>>>> >my=3D20
>>>> > system is set up, because of space limitations, and the=3D20
>>>> > fact<BR>>>that<BR>>>>I have to have my drums basically =3D
>>>> >in the=3D20
>>>> > mix position (facing the other<BR>>>way)<BR>>>>makes it =3D
>>>> >A=3D20
>>>> > FREAKIN PITA to crawl behind the gear and unplug the=3D20
>>>> > spdif<BR>cable<BR>>>>going to the DAC-1 and re-patch a cable =3D
>>>> >loop. I=3D20
>>>> > accidently unplugged something<BR>>>>while doing it, and had =3D
>>>> >to rip=3D20
>>>> > abouat half the system out to find=3D20
>>>> > =3D
>>>> >it.<BR>ERRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>>><BR>><BR></BLO=3D
>>>> >CKQUOTE>
>>>> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight
=
>>>>spam, =3D
>>>> >and=3D20
>>>> >you?<BR><A=3D20
>>>> =
>>>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>>>>fer=3D
>>>> >.html</A> </FONT></DIV></BODY></HTML>

>>>> >
>>>> >
>>>>
>>>>
>>>><!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><FONT face=3DArial size=3D2>Okay Rod,</FONT></DIV>
>>>><DIV>
>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>How about
one
>>>=
>>>>track with=20
>>>>the UAD plugs</FONT></DIV>
>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>that has a
>=
>>>>few rough spots=20
>>>>that are amplified</FONT></DIV>
>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>by the plugin
>>>=
>>>>
>>>>set?</FONT></DIV>
>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =

>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>Mute one =
>>>>track at a time to=20

>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>>size=3D2>???</FONT></DIV>
>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>>size=3D2>Tom</FONT></DIV></DIV>
>>>><BLOCKQUOTE=20
>>>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>>  <DIV>"Rod Lincoln" <<A=20
>>>>  =
>>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>>>t;=20
>>>>  wrote in message <A=20
>>>>  href=3D"news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I
>>>=
>>>>agree=20
>>>>  with you, except that when I play back an old project that =

---

>>>>didn't<BR>have the=20
>>>> problem, it doesn't crackl, even with more tracks and the same =
>>>>plugs<BR>as the=20
>>>> ppj's that crackle. <BR>Rod<BR>"Tom Bruhl" <<A=20
>>>> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20
>>>> wrote:<BR>><BR>><BR>>Hey Rod,<BR>>Do the crackles repeat=20

>>>>not, I'd=20

>>>>they to=20
>>>> low in level? =3D20<BR>><BR>>If you suspect hardware I'd think =
>>>>CPU, fan=20

>>>>Start=20
>>>> with the cheapest fixes first.<BR>>Maybe you were right way back =
>>>>with the=20
>>>> bad UAD assumption?<BR>><BR>>Still kickin' Paris=20

>>>> =
>>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>>>t;=20
>>>> wrote in message =

>>>> thanks for your response. see my answers interleaved =

>>>>href=3D"mailto:OIU@I.com">OIU@I.com</A>>=20

>>>>tried=20

>>>>everything=20

>>>>left=20

>>>>Everything=20

>>>>removing=20

>>>>>that,=20

>>>>>mix?=20
>>>> This includes anything inserted across the =

>>>> Bounce with No FX (Auxes, both internal and external) still=20

>>>>produce a=20

>>>>time it=20

>>>>to a sys=20

>>>>(can't remember=20
>>>> the number, it had the Helios, but not =

>>>> 88)and the crackles went away, so I thought it was a software rev=20

>>>>sure I=20
>>>> reloaded the new version of the =


>>>>

>>>>mixing=20
>>>> project that I'm using the Neve 88 plug on a lot (love =3D<BR>>what
>=
>>>>

>>>>bounces. I=20

>>>>listened=20

>>>>with each=20
>>>> other, to hear the difference, since the crackles appeared =
>>>>=3D<BR>>to=20

>>>>a=20

>>>>3 (that=20

>>>>is a UAD=20
>>>> rev problem that only shows up after some wear and tear=20

>>>>re-load=20

>>>>what=20

>>>>even=20

>>>>no=20
>>>> crackles. That's wierd. Also the crackles =


>>>>>3.)=20
>>>> can you determine where the crackle rears it's ugly =

>>>> >IOW, is it constant, more or less, or is it intermittent? =

>>>> >it's intermittent, does it seem to coincide with any=20

>>>>it be a=20

>>>>track, which=20

>>>>(confounded)=20

>>>>associated with a=20

>>>>like a bowl=20

>>>>mute/disconnect the=20

>>>>crackle-infested=20

>>>>apply to=20

>>>>>5.)=20

>>>> >burned a CD of the bounced tracks & played it back on a=20

>>>>possible=20

>>>>something in=20

>>>>regular=20


>>>>CD of=20

>>>>after he=20

>>>>an audio=20
>>>> CD)so I would say it happens on all systems...but I =3D<BR>>havn't=20

>>>>NS 10's=20


>>>> up thru the spdif out of the mec to a DAC-1 to a PVC passive volume=20

>>>>analogue outs=20

>>>>Crackles exisist=20

>>>> >6.) What happens when you open up an older project that =

>>>> >DIDN'T have this problem on...? If you do a bounce with=20

>>>>have=20

>>>>as=20
>>>> bad...No study diet of rice crispies, but there were a=20

>>>>and listend=20

>>>>the=20
>>>> crackles, and verified by listening one at a=20

>>>>some sort=20

>>>>stuff, only it=20
>>>> happens over time, but I haven't been able to =3D<BR>>verify=20

>>>>you=20

>>>>>your right=20

>>>>the=20

>>>>happen in the=20

>>>>think of=20


>>>>If this=20


>>>>file of=20

>>>>send it=20

>>>>>sbcglobal DOT=20


>>>>Lincoln"=20
>>>> <<A=20
>>>> =
>>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>>>t;=20

>>>>everything=20
>>>> hooked backk up and sure enough, the crackle =

>>>> >>on bounce to disk...in the left channel only, same as always. =
>>>>l=20

>>>>crackle,=20

>>>>the=20
>>>> tracks off the submixes except for the drums=20

>>>>crackles. There=20


>>>>a 24 bit=20
>>>> mix with 24 bit tracks, so I tried (advice from =


>>>>rendered=20

>>>>
>>>> >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
>>>>

>>>>mix.=20


>>>>of the=20

>>>>>>flow=20
>>>> is, but it's doable, and seems to work, but I'd like to get =
>>>>=3D<BR>>this=20

>>>>>>I've had it=20

>>>> >>"Rod Lincoln" <<A=20
>>>> =
>>>>href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A>=
>>>>>=20

>>>>THOUGHT I=20
>>>> had my "bounce to disk" crackles whipped, but =3D<BR>>they =

>>>> >>>back. This time I re-patched and did a spdif bounce and =
>>>>that=20

>>>>>>>it. I=20
>>>> havn't tried it yet with bounce to disk to verify that the=20

>>>>it will. I=20


>>>>my system=20

>>>>>>>rid of it,=20
>>>> for a while. I'm going to try a bounce to disk and see =3D<BR>>if=20

>>>>>>>The=20
>>>> way my system is set up, because of space limitations, and=20

>>>>>>>I=20
>>>> have to have my drums basically in the mix position (facing the=20

>>>>>>>makes it A=20
>>>> FREAKIN PITA to crawl behind the gear and unplug the=20

>>>>to the=20
>>>> DAC-1 and re-patch a cable loop. I accidently =3D<BR>>unplugged=20

>>>>abouat half=20



>>>>Polesoft=20
>>>> Lockspam to fight spam, and=20

>>>> <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
>>>> Transitional//EN"><BR>><HTML><HEAD><BR>><META=20
>>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>>>> =3D<BR>>charset=3D3Diso-8859-1"><BR>><META =
>>>>content=3D3D"MSHTML=20
>>>> 6.00.2800.1400"=20
>>>> =
>>>>name=3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=
>>>>D><BR>><BODY=20
>>>> bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial =
>>>>size=3D3D2>Hey=20
>>>> Rod,</FONT></DIV><BR>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2>Do the crackles repeat themselves in =3D<BR>>exactly=20
>>>> the=3D20<BR>>same =
>>>>places</FONT></DIV><BR>><DIV><FONT=20
>>>> face=3D3DArial size=3D3D2>on play back? If not, I'd look at=20
>>>> =3D<BR>><BR>>hardware. Do they show=20
>>>> up</FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
>>>> size=3D3D2>in the waveform or are they to low in =3D<BR>>level?=20

>>>>   =3D20<BR>></FONT></DIV><BR>><DIV><FONT =
>>>>face=3D3DArial=20
>>>>  size=3D3D2></FONT> </DIV><BR>><DIV><FONT =
>>>>face=3D3DArial=20
>>>>  size=3D3D2>If you suspect hardware I'd think=20
>>>>  CPU,<BR>=3D<BR>></FONT><FONT=3D20<BR>>face=3D3DArial =
>>>>size=3D3D2>fan=20
>>>>  (make it cold!) or</FONT></DIV><BR>><DIV><FONT =
>>>>
>>>>  face=3D3DArial size=3D3D2>power supply. Not in that =
>>>>=3D<BR>>order.=20
>>>>  Start=3D20<BR>>with </FONT><FONT face=3D3DArial =
>>>>size=3D3D2>the=20
>>>>  cheapest fixes=20
>>>>  =3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=20
>>>>  face=3D3DArial size=3D3D2>Maybe you were right way back with=20
>>>>  the<BR>=3D<BR>>bad=20
>>>>  =
>>>>UAD=3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=
>>>>t;FONT=20
>>>>  face=3D3DArial size=3D3D2></FONT> =
>>>></DIV><BR>><DIV><FONT=20
>>>>  face=3D3DArial size=3D3D2>Still kickin' Paris=20
>>>>  =3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =
>>>>
>>>>  face=3D3DArial=20
>>>>  size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
>>>>  face=3D3DArial size=3D3D2></FONT>=20
>>>>  =
>>>></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =
>>>>0px;=20
>>>>  PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 =
>>>>2px solid;=20


>>>>  =
>>>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=


>>>>  =
>>>>href=3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>Neil=
>>>>'>news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV>=

>>>>  thanks for your response. see my answers interleaved=20

>>>><<A=20
>>>>  href=3D3D"<A=20

>>>> =
>>>>href=3D'mailto:OIU@I.com">OIU@I.com</A'>mailto:OIU@I.com">OIU@I.com<=
>>>>;/A</A>>>=20
>>>> =3D<BR>>wrote:<BR>><BR>>This =

>>>> have you tried any of the following:<BR>><BR>>1.)=20

>>>>shows=20

>>>>is the=20
>>>> crackling then centered?<BR><BR>Everything Panned =
>>>>=3D<BR>>Ctr=20

>>>>removing ALL=20

>>>>dry/clean=20
>>>> like<BR>>that, with everything panned as you normally =
>>>>=3D<BR>>would=20

>>>>inserted=20

>>>>No FX=20
>>>> (Auxes, both internal and external) =

>>>> Crackles<BR><BR>Bounce with no plugs...this does produce a =
>>>>crackle=20

>>>>first time it=20

>>>>thought I had it=20
>>>> narrowed<BR>down to the UAD plugs. I re-ghosted =3D<BR>>to=20

>>>>install (can't=20

>>>>but not the=20
>>>> Neve<BR>88)and the crackles went away, =

>>>> thought it was a software rev that Paris<BR>didn't like, but =
>>>>just to=20

>>>>the UAD=20

>>>>88) and it=20
>>>> still didn't crackle. At that point I<BR>thought it =
>>>>=3D<BR>>might=20


>>>>that I'm=20

>>>>  using the Neve 88 plug on a lot (love what it<BR>does) I=20

>>>>to bounces. I=20
>>>>  actually did 2<BR>bounces of =3D<BR>>every =

>>>>  listened back to both at the same time, out of phase<BR>with=20

>>>>since the=20
>>>>  crackles appeared to =

>>>>  were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =
>>>>

>>>>so far). I'm=20
>>>>  wondering now if<BR>it is a =3D<BR>>UAD =

>>>>  that only shows up after some wear and tear on the<BR>sys.=20

>>>>
>>>>  <BR>UAD software (Neve 88 ver) tommorow =3D<BR>>and=20

>>>>I did a=20

>>>>it<BR>is=20
>>>>  tonight, there are no crackles. That's wierd.=20

>>>>till=20
>>>>  listening to the bounced=20

>>>>you=20
>>>>  determine where the crackle rears it's ugly head?<BR>>IOW,=20

>>>>intermittent?=20

>>>>it seem to=20
>>>>  coincide with any particular<BR>>instrument or =
>>>>=3D<BR>>track?=20

>>>>particular<BR>>plugin on=20

>>>>occurs=20
>>>>  though<BR>>most of the song, but not on =

>>>>  (confounded) bridge?<BR><BR>totally random...not in anyway =
>>>>

>>>>instrument.=20

---

>>>> crispies.<BR><BR>4.) mute/disconnect the right =
>>>>channel=20

>>>> crackle-infested bounce to see if there's any =3D<BR>>pattern=20

>>>> above?<BR><BR>none<BR><BR>>5.) Is=20

>>>>IOW, have=20

>>>>bounced tracks=20
>>>> & played it back on a home<BR>>stereo, in your =
>>>>=3D<BR>>car,=20

>>>>that<BR>>for some=20

>>>>something in=20
>>>> your<BR>>monitoring setup that isn't showing up=20

>>>>but<BR>>might be=20
>>>> showing up on a rendered =

>>>> came to my attention after I burned a CD of test mixes for=20

>>>>after he got=20
>>>> home and listened on his system =3D<BR>>(this<BR>was=20

>>>>systems...but I=20

>>>>does happen=20

>>>>The 824's=20
>>>> are hooked<BR>up thru the spdif out of =3D<BR>>the =

>>>> to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are=20

>>>>the Mec into=20
>>>> a GFA power<BR>amp. Crackles exisist<BR>=3D<BR>>on =

>>>> left channel on both sets of speakers.<BR>><BR>>6.) =
>>>>What=20

>>>>project that=20
>>>> you<BR>>DIDN'T have this problem =

>>>> you do a bounce with that,<BR>does it sound as it did =
>>>>before,=20

>>>>the<BR>>crackles in=20

>>>>  it?<BR><BR>Not nearly as bad...No =

>>>>  diet of rice crispies, but there were a couple<BR>of crackles=20

>>>>to both=20
>>>>  mixes out of phase,<BR>set markers =3D<BR>>at =

>>>>  crackles, and verified by listening one at a time) This<BR>also=20

>>>>ppj=20
>>>>  corruption brought on by the<BR>UAD =3D<BR>>stuff,=20

>>>>to=20

>>>>this<BR>yet.<BR>><BR>>7.) Have=20

>>>>speaker=20
>>>>  with<BR>>your right speaker?<BR>swapping speakers make=20

>>>>the right=20
>>>>  speaker.<BR>><BR>>Just trying to think of things to=20

>>>>by<BR>>process of=20
>>>>  elimination.<BR><BR>I appreciate =

>>>>  thought process. If this makes a light go off for you,<BR>please =
>>>>let=20

>>>>you e-mail=20

>>>>
>>>>  it's<BR>>doing this on? If so, send it to: neil=20

>>>>DOT net I'd=20

>>>>  like.<BR><BR>will=20
>>>> =
>>>>=3D<BR>>Do<BR>><BR>>Neil<BR>><BR>>=

>>>> =
>>>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

>>>>  wrote:<BR>><BR>>>OK..I got everything hooked =
>>>>backk up=20

>>>> back<BR>>>on bounce to disk...in the left=20

>>>> panning<BR>>>everything oppisite,=20

>>>> crackle.<BR>>>When I took all the tracks =3D<BR>>off=20

>>>> submix<BR>>>1, there were NO =

>>>> There were also NO crackles when bouncing audio<BR>>>from =
>>>>any=20

>>>>is a 24 bit=20

>>>>(advice from=20
>>>> Aaron)<BR>>rendering<BR>>>some of the tracks to=20

>>>>tracks)=20
>>>> and<BR>5<BR>>>other tracks =3D<BR>>to =

>>>> bit, leaving 10 tracks at 24 bit...Crackles came =
>>>>back<BR>>>when=20

>>>>I'm at. I can=20

>>>>the<BR>spdif<BR>>>bounce=20
>>>> method...it's a real hassle because of =3D<BR>>the =

>>>> moitoring and<BR>work<BR>>>flow is, but it's doable, =
>>>>and=20

>>>> thing<BR>>>figured out.=20

>>>>Going to=20
>>>> crash.<BR>>>Rod<BR>>>"Rod=20

>>>> =3D<BR>>href=3D3D"<A=20
>>>> =
>>>>href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=
>>>>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=

>>>> wrote:<BR>>>><BR>>>>Well, I THOUGHT I =
>>>>had my=20

>>>>they=20

>>>>re-patched=20

>>>> to<BR>cure<BR>>>>it. I havn't tried it yet =

>>>>with=20

>>>> crackling<BR>>>>comes back, but I bet it =
>>>>=3D<BR>>will.=20

>>>> =3D<BR>>The<BR>>>last<BR>>>>time=20

>>>>it seemed=20

>>>>I'm going=20

>>>> the<BR>>>>crackles return.<BR>>>>The way =
>>>>

>>>>limitations,=20

>>>>fact<BR>>>that<BR>>>>I=20

>>>>mix position=20
>>>> (facing the other<BR>>>way)<BR>>>>makes it=20

>>>>and unplug=20

>>>>to the=20

>>>>accidently=20
>>>> unplugged something<BR>>>>while doing it, and had =
>>>>=3D<BR>>to=20


>>>> =
>>>>=3D<BR>>it.<BR>ERRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR=
>>>>>>><BR>><BR></BLO=3D<BR>>CKQUOTE><BR>>=
>>>>;<DIV><FONT=20
>>>> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>>>spam,=20
>>>> =
>>>>=3D<BR>>and=3D20<BR>>you?<BR><A=3D20<BR>>href=3D3D "<A=20
>>>> =
>>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>>>=3D<BR>>.html</A>=20
>>>> =
>>>></FONT></DIV></BODY></HTML><BR><BR><BR></=
>>>>BLOCKQUOTE></BODY></HTML>
>>>>
>>>>
>>>

```
>>
>
```

---

Subject: Re: Crackles are back...not on SPDIF though
Posted by Tom Bruhl on Mon, 05 Nov 2007 22:33:39 GMT
View Forum Message <> Reply to Message

This is a multi-part message in MIME format.

------=_NextPart_000_0065_01C81FD2.00AB03E0
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Rod,
If SPDIF is always a clean bounce then I suspect hardware for sure.
I'd say ribbon connectors between the cards or points on the EDS card.
Maybe a bad EDS card.
Tom


"Neil" <OIU@OIU.com> wrote in message news:472f5dde$1@linux...

You know, the only other thing I can think of is that it's an
input overload problem with one of your UAD plugins. Consider
trying this: Get a simple VST gain plugin like this one:

http://www.gvst.co.uk/dl070421/GGain-GJ.zip

Insert it BEFORE every UAD plugin you're using, dropping the
gain by let's say 5db, then on the UAD plug's output, make up
the 5db difference.

Neil


"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>
>Yeah, I did that when this initially started, a couple weeks ago.
>Rod
>"Neil" <OIU@IOU.com> wrote:
>>
>>And you've already done the usual stuff like removing your EDS
>>cards, cleaning off the contacts & re-seating them, etc?

---

>>
>>Neil
>>
>>
>>
>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>>
>>>Tom, I've already done that. It's not that. It's definiatly =
something
 that
>>>only shows up on the bounced to disk file. Also it's totally random =
and
>>not
>>>at all related to any single audio event.=20
>>>Rod
>>>"Tom Bruhl" <arpegio@comcast.net> wrote:
>>>>
>>>>
>>>>Okay Rod,
>>>>How about one track with the UAD plugs
>>>>that has a few rough spots that are amplified
>>>>by the plugin set?
>>>>
>>>>Mute one track at a time to find it.  PITA for sure.
>>>>???
>>>>Tom
>>>>  "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
>>>>news:472f2455$1@linux...
>>>>
>>>> I agree with you, except that when I play back an old project =
that
 =3D
>>>>didn't
>>>> have the problem, it doesn't crackl, even with more tracks and =
the
 =3D
>>>>same plugs
>>>> as the ppj's that crackle.=3D20
>>>> Rod
>>>> "Tom Bruhl" <arpegio@comcast.net> wrote:
>>>> >
>>>> >
>>>> >Hey Rod,
>>>> >Do the crackles repeat themselves in exactly the same places
>>>> >on play back?  If not, I'd look at hardware.  Do they show up
>>>> >in the waveform or are they to low in level? =3D3D20
>>>> >
>>>> >If you suspect hardware I'd think CPU, fan (make it cold!) or

```
>>>> >power supply.  Not in that order.  Start with the cheapest =
fixes =3D
 >>>>first.
 >>>> >Maybe you were right way back with the bad UAD assumption?
 >>>> >
 >>>> >Still kickin' Paris around,
 >>>> >Tom
 >>>> >
 >>>> > "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
=3D3D
 >>>> >news:472e82a3$1@linux...
 >>>> >
 >>>> > Neil, thanks for your response. see my answers interleaved =
below
 >>>> > Rod
 >>>> > "Neil" <OIU@I.com> wrote:
 >>>> > >
 >>>> > >This is weird... have you tried any of the following:
 >>>> > >
 >>>> > >1.) pan everything to center, and then see if it still shows =
up
 >>>> > >on the left channel? or is the crackling then centered?
 >>>> >
 >>>> > Everything Panned Ctr still Crackles
 >>>> > >
 >>>> > >2.) removing ALL plugins & EFX, and bouncing dry/clean like
 >>>> > >that, with everything panned as you normally would for this
 >>>> > >mix? This includes anything inserted across the 2-buss.
 >>>> >
 >>>> > Bounce with No FX (Auxes, both internal and external) still =
=3D
 >>>>Crackles
 >>>> >
 >>>> > Bounce with no plugs...this does produce a crackle free =
bounce.
 I
 >>=3D
 >>>>=3D3D
 >>>> >tried this
 >>>> > the first time it happened a couple weeks ago, and thought I =
had
 >it
 >>>=3D
 >>>> =3D3D
 >>>> >narrowed
 >>>> > down to the UAD plugs. I re-ghosted to a sys version that had =
an
 >=3D
```

```
 >>>>=3D3D
 >>>> >earlier
 >>>> > UAD install (can't remember the number, it had the Helios, =
but not
 >>>=3D
 >>>>the
 >>>> =3D3D
 >>>> >Neve
 >>>> > 88)and the crackles went away, so I thought it was a software =
rev
 >>=3D
 >>>>that
 >>>> =3D3D
 >>>> >Paris
 >>>> > didn't like, but just to be sure I reloaded the new version =
of the
 >>>=3D
 >>>>UAD
 >>>> =3D3D
 >>>> >software
 >>>> > (the one with the Neve 88)  and it still didn't crackle. At =
that
 >=3D
 >>>>point
 >>>> =3D3D
 >>>> >I
 >>>> > thought it might be something else altogether and since I am =
in
  the
 >>>=3D
 >>>>=3D3D
 >>>> >middle
 >>>> > of a mixing project that I'm using the Neve 88 plug on a lot =
(love
 >>>=3D
 >>>>=3D3D
 >>>> >what it
 >>>> > does) I just went for it, listening closely to bounces. I =
actually
 >>>=3D
 >>>>did
 >>>> =3D3D
 >>>> >2
 >>>> > bounces of every mix and listened back to both at the same =
time,
 >=3D
 >>>>out =3D3D
 >>>> >of phase
```

>>>> > with each other, to hear the difference, since the crackles =
=3D
 >>>>appeared =3D3D
 >>>> >to be
 >>>> > random.) There were maybe 1 or 2 crackles per song on a =
couple =3D
 >>>>songs,
 >>>> =3D3D
 >>>> >and
 >>>> > no crackles on the other 3 (that I've done so far). I'm =
wondering
 >>=3D
 >>>>now
 >>>> =3D3D
 >>>> >if
 >>>> > it is a UAD rev problem that only shows up after some wear =
and tear
 >>>=3D
 >>>>on
 >>>> =3D3D
 >>>> >the
 >>>> > sys. I'm going to re-ghost and re-load the=3D3D20
 >>>> > UAD software (Neve 88 ver) tommorrow and see what happens.
 >>>> > Just to reiterate...when I did a spdif bounce, even with my =
system
 >>>=3D
 >>>>as
 >>>> =3D3D
 >>>> >it
 >>>> > is tonight, there are no crackles. That's wierd. Also the =
crackles
 >>>=3D
 >>>>=3D3D
 >>>> >never
 >>>> > show till listening to the bounced file.
 >>>> > >
 >>>> > >3.) can you determine where the crackle rears it's ugly =
head?
 >>>> > >IOW, is it constant, more or less, or is it intermittent? If
 >>>> > >it's intermittent, does it seem to coincide with any =
particular
 >>>> > >instrument or track? For example, could it be a particular
 >>>> > >plugin on the - let's say - cowbell track, which occurs =
though
 >>>> > >most of the song, but not on the (confounded) bridge?
 >>>> >
 >>>> > totally random...not in anyway associated with a particular =
=3D3D

---

>>>> >instrument. Fairly
>>>> > study though, like a bowl of rice crispies.
>>>> > >
>>>> > >4.) mute/disconnect the right channel when listening back to
>>>> > >the crackle-infested bounce to see if there's any pattern =
=3D
>>>>that=3D3D20
>>>> > >might apply to (3) above?
>>>> >
>>>> > none
>>>> > >
>>>> > >5.) Is the crackle happening on ALL systems? IOW, have you
>>>> > >burned a CD of the bounced tracks & played it back on a home
>>>> > >stereo, in your car, on headphones, etc? Is it possible that
>>>> > >for some odd reason the crackle is due to something in your
>>>> > >monitoring setup that isn't showing up on regular playback, =
but
>>>> > >might be showing up on a rendered file?
>>>> > This first came to my attention after I burned a CD of test =
mixes
>>=3D
>>>>for
>>>> =3D3D
>>>> >the
>>>> > client and he called me after he got home and listened on his =
=3D
>>>>system =3D3D
>>>> >(this
>>>> > was an audio CD)so I would say it happens on all =
systems...but I
>=3D
>>>>=3D3D
>>>> >havn't burnt
>>>> > another CD yet.
>>>> > It does happen on my NS 10's as well as my Mackie  824's. The =
824's
>>>=3D
>>>>=3D3D
>>>> >are hooked
>>>> > up thru the spdif out of the mec to a DAC-1 to a PVC passive =
volume
>>>=3D
>>>>=3D3D
>>>> >control.
>>>> > The NS 10's are hooked up thru 2 analogue outs from the Mec =
into
>a
>>>=3D

>>>>GFA
>>>> =3D3D
>>>> >power
>>>> > amp. Crackles exisist on the left channel on both sets of =
speakers.
>>>> > >
>>>> > >6.) What happens when you open up an older project that you
>>>> > >DIDN'T have this problem on...? If you do a bounce with =
that,
>>>> > >does it sound as it did before, or does it now have the
>>>> > >crackles in it?
>>>> >
>>>> > Not nearly as bad...No study diet of rice crispies, but there =
were
>>>=3D
>>>>a =3D3D
>>>> >couple
>>>> > of crackles (random, I bounced twice and listend to both =
mixes out
>>>=3D
>>>>of
>>>> =3D3D
>>>> >phase,
>>>> > set markers at the crackles, and verified by listening one at =
a
 =3D
>>>>time)
>>>> =3D3D
>>>> >This
>>>> > also leads me to believe it's some sort of ppj corruption =
brought
>>=3D
>>>>on =3D3D
>>>> >by the
>>>> > UAD stuff, only it happens over time, but I haven't been able =
to
 >=3D
>>>>=3D3D
>>>> >verify this
>>>> > yet.
>>>> > >
>>>> > >7.) Have you tried physically swapping your left speaker =
with
>>>> > >your right speaker?
>>>> > swapping speakers make no difference, swapping the cables =
leading
>>=3D
>>>>to =3D3D

---

>>>> >the
>>>> > speakers makes it happen in the right speaker.
>>>> > >
>>>> > >Just trying to think of things to try & narrow it down by
>>>> > >process of elimination.
>>>> >
>>>> > I appreciate your thought process. If this makes a light go =
off
 for
>>>=3D
>>>>=3D3D
>>>> >you,
>>>> > please let me know.
>>>> > >
>>>> > >Can you e-mail me an mp3 file of any song or songs that it's
>>>> > >doing this on? If so, send it to:   neil  DOT henderson AT
>>>> > >sbcglobal DOT net   I'd be curious as to what it sounds =
like.
>>>> >
>>>> > will Do
>>>> > >
>>>> > >Neil
>>>> > >
>>>> > >
>>>> > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>>> > >>
>>>> > >>OK..I got everything hooked backk up and sure enough, the =
crackle
>>>=3D
>>>>is
>>>> =3D3D
>>>> >back
>>>> > >>on bounce to disk...in the left channel only, same as =
always.
 I
>>=3D
>>>>=3D3D
>>>> >tried panning
>>>> > >>everything oppisite, crackle, tried lowering levels, =
crackle.
>>>> > >>When I took all the tracks off the submixes except for the =
drums
>>>=3D
>>>>on
>>>> =3D3D
>>>> >submix
>>>> > >>1, there were NO crackles. There were also NO crackles when =
=3D

---

>>>>bouncing
>>>> =3D3D
>>>> >audio
>>>> > >>from any submix by itself.=3D3D20
>>>> > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice =
from
>>>=3D
>>>>=3D3D
>>>> >Aaron)
>>>> > >rendering
>>>> > >>some of the tracks to 16 bit. I rendered all the drums (15 =
=3D
>>>>tracks) =3D3D
>>>> >and
>>>> > 5
>>>> > >>other tracks to 16 bit, leaving 10 tracks at 24 =
bit...Crackles
>=3D
>>>>came
>>>> =3D3D
>>>> >back
>>>> > >>when bouncing the entire mix. That's where I'm at. I can =
always
>>=3D
>>>>do =3D3D
>>>> >the
>>>> > spdif
>>>> > >>bounce method...it's a real hassle because of the way my =
=3D
>>>>moitoring =3D3D
>>>> >and
>>>> > work
>>>> > >>flow is, but it's doable, and seems to work, but I'd like =
to get
>>>=3D
>>>>=3D3D
>>>> >this thing
>>>> > >>figured out.=3D3D20
>>>> > >>I've had it for today. Going to crash.
>>>> > >>Rod
>>>> > >>"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:
>>>> > >>>
>>>> > >>>Well, I THOUGHT I had my "bounce to disk" crackles =
whipped, but
>>>=3D
>>>>=3D3D
>>>> >they came
>>>> > >>>back. This time I re-patched and did a spdif bounce and =

that
 =3D
 >>>>seemed
 >>>> =3D3D
 >>>> >to
 >>>> > >cure
 >>>> > >>>it. I havn't tried it yet with bounce to disk to verify =
that
 the
 >>>=3D
 >>>>=3D3D
 >>>> >crackling
 >>>> > >>>comes back, but I bet it will. I wonder what could be =
causing
 >=3D
 >>>>this?
 >>>> =3D3D
 >>>> >The
 >>>> > >>last
 >>>> > >>>time I did a fresh install of my system (via ghost) and it =
=3D
 >>>>seemed =3D3D
 >>>> >to get
 >>>> > >>>rid of it, for a while. I'm going to try a bounce to disk =
and
 >=3D
 >>>>see =3D3D
 >>>> >if the
 >>>> > >>>crackles return.
 >>>> > >>>The way my system is set up, because of space limitations, =
and
 >>=3D
 >>>>the
 >>>> =3D3D
 >>>> >fact
 >>>> > >>that
 >>>> > >>>I have to have my drums basically in the mix position =
(facing
 >=3D
 >>>>the =3D3D
 >>>> >other
 >>>> > >>way)
 >>>> > >>>makes it A FREAKIN PITA to crawl behind the gear and =
unplug the
 >>>=3D
 >>>>=3D3D
 >>>> >spdif
 >>>> > cable

>>>> > >>>going to the DAC-1 and re-patch a cable loop. I accidently =
=3D3D
 >>>> >unplugged something
 >>>> > >>>while doing it, and had to rip abouat half the system out =
to
 =3D
 >>>>find =3D3D
 >>>> >it.
 >>>> > ERRRRRRRRRRRRRRRR!
 >>>> > >>>Rod
 >>>> > >>
 >>>> > >
 >>>> >
 >>>> >
 >>>> >
 >>>> >I choose Polesoft Lockspam to fight spam, and you?
 >>>> >http://www.polesoft.com/refer.html  =3D20
 >>>> >
 >>>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
 >>>> ><HTML><HEAD>
 >>>> ><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
 >>>> >charset=3D3D3Diso-8859-1">
 >>>> ><META content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
 >>>> ><STYLE></STYLE>
 >>>> ></HEAD>
 >>>> ><BODY bgColor=3D3D3D#ffffff>
 >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Hey Rod,</FONT></DIV>
 >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Do the crackles repeat =
=3D
 >>>>themselves in =3D3D
 >>>> >exactly the=3D3D20
 >>>> >same places</FONT></DIV>
 >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>on play back? If not, =
I'd look
 >>=3D
 >>>>at =3D3D
 >>>> >
 >>>> >hardware. Do they show up</FONT></DIV>
 >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>in the waveform or are =
they to
 >>=3D
 >>>>low in =3D3D
 >>>> >level? =3D3D20
 >>>> ></FONT></DIV>
 >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
 >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>If you suspect =

hardware I'd =3D
 >>>>think CPU,
 >>>> =3D3D
 >>>> ></FONT><FONT=3D3D20
 >>>> >face=3D3D3DArial size=3D3D3D2>fan (make it cold!) =
or</FONT></DIV>
 >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>power supply. Not in =
that =3D3D
 >>>> >order. Start=3D3D20
 >>>> >with </FONT><FONT face=3D3D3DArial size=3D3D3D2>the cheapest =
fixes =3D3D
 >>>> >first.</FONT></DIV>
 >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Maybe you were right =
way back
 >=3D
 >>>>with the
 >>>> =3D3D
 >>>> >bad UAD=3D3D20
 >>>> >assumption?</FONT></DIV>
 >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
 >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Still kickin' Paris =
=3D3D
 >>>> >around,</FONT></DIV>
 >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
 >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
 >>>> ><BLOCKQUOTE=3D3D20
 >>>> >style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
MARGIN-LEFT: 5px;
 >>=3D
 >>>>=3D3D
 >>>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 >>>> > <DIV>"Rod Lincoln" <<A=3D3D20
 >>>> > =3D3D
 >>>> =3D
 =
>>>>href=3D3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.=
com</A=3D
 >>>>>&g=3D3D
 >>>> >t;=3D3D20
 >>>> > wrote in message <A=3D3D20
 >>>> > =3D3D
 >>>> =3D
 =
>>>>href=3D3D3D"news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV=
><BR>N=3D
 >>>>eil=3D3D
 >>>> >,=3D3D20
 >>>> > thanks for your response. see my answers interleaved =3D3D

>>>> >below<BR>Rod<BR>"Neil"=3D3D20
>>>> > <<A href=3D3D3D"mailto:OIU@I.com">OIU@I.com</A>> =3D3D
>>>> >wrote:<BR>><BR>>This is=3D3D20
>>>> > weird... have you tried any of the following:<BR>><BR>>1.) =
pan=3D3D20
>>>> > everything to center, and then see if it still shows =
up<BR>>on the
>>>=3D
>>>>=3D3D
>>>> >left=3D3D20
>>>> > channel? or is the crackling then centered?<BR><BR>Everything =
=3D
>>>>Panned =3D3D
>>>> >Ctr still=3D3D20
>>>> > Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D3D
>>>> >bouncing=3D3D20
>>>> > dry/clean like<BR>>that, with everything panned as you =
normally
=3D3D
>>>> >would for=3D3D20
>>>> > this<BR>>mix? This includes anything inserted across =
the=3D3D20
>>>> > 2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and =
=3D
>>>>external) =3D3D
>>>> >still=3D3D20
>>>> > Crackles<BR><BR>Bounce with no plugs...this does produce a =
crackle
>>>=3D
>>>>=3D3D
>>>> >free=3D3D20
>>>> > bounce. I tried this<BR>the first time it happened a couple =
weeks
>>=3D
>>>>ago,
>>>> =3D3D
>>>> >and=3D3D20
>>>> > thought I had it narrowed<BR>down to the UAD plugs. I =
re-ghosted
>=3D
>>>>=3D3D
>>>> >to a=3D3D20
>>>> > sys version that had an earlier<BR>UAD install (can't =
remember the
>>>=3D
>>>>=3D3D
>>>> >number, it=3D3D20
>>>> > had the Helios, but not the Neve<BR>88)and the crackles went =

away,
 >>>=3D
 >>>>so
 >>>> =3D3D
 >>>> >I=3D3D20
 >>>> > thought it was a software rev that Paris<BR>didn't like, but =
just
 >>=3D
 >>>>to =3D3D
 >>>> >be sure I=3D3D20
 >>>> > reloaded the new version of the UAD software<BR>(the one with =
the
 >>=3D
 >>>>Neve
 >>>> =3D3D
 >>>> >
 >>>> > 88) and it still didn't crackle. At that point I<BR>thought =
it =3D3D
 >>>> >might be=3D3D20
 >>>> > something else altogether and since I am in the middle<BR>of =
a =3D
 >>>>mixing
 >>>> =3D3D
 >>>> >project=3D3D20
 >>>> > that I'm using the Neve 88 plug on a lot (love what =
it<BR>does)
 I
 >>=3D
 >>>>just
 >>>> =3D3D
 >>>> >went=3D3D20
 >>>> > for it, listening closely to bounces. I actually did =
2<BR>bounces
 >>=3D
 >>>>of =3D3D
 >>>> >every mix=3D3D20
 >>>> > and listened back to both at the same time, out of =
phase<BR>with
 >=3D
 >>>>each
 >>>> =3D3D
 >>>> >other,=3D3D20
 >>>> > to hear the difference, since the crackles appeared to =3D
 >>>>be<BR>random.)
 >>>> =3D3D
 >>>> >There=3D3D20
 >>>> > were maybe 1 or 2 crackles per song on a couple songs, =
and<BR>no

>=3D
>>>>=3D3D
>>>> >crackles on=3D3D20
>>>> > the other 3 (that I've done so far). I'm wondering now =
if<BR>it
is
>>>=3D
>>>>a =3D3D
>>>> >UAD rev=3D3D20
>>>> > problem that only shows up after some wear and tear on =
the<BR>sys.
>>>=3D
>>>>I'm
>>>> =3D3D
>>>> >going=3D3D20
>>>> > to re-ghost and re-load the <BR>UAD software (Neve 88 ver) =
=3D
>>>>tommorrow =3D3D
>>>> >and see=3D3D20
>>>> > what happens.<BR>Just to reiterate...when I did a spdif =
bounce,
=3D
>>>>even =3D3D
>>>> >with my=3D3D20
>>>> > system as it<BR>is tonight, there are no crackles. That's =
wierd.
>=3D
>>>>Also
>>>> =3D3D
>>>> >the=3D3D20
>>>> > crackles never<BR>show till listening to the bounced =3D3D
>>>> >file.<BR>><BR>>3.)=3D3D20
>>>> > can you determine where the crackle rears it's ugly =
head?<BR>>IOW,
>>>=3D
>>>>=3D3D
>>>> >is it=3D3D20
>>>> > constant, more or less, or is it intermittent? If<BR>>it's =
=3D3D
>>>> >intermittent,=3D3D20
>>>> > does it seem to coincide with any particular<BR>>instrument =
or =3D3D
>>>> >track? For=3D3D20
>>>> > example, could it be a particular<BR>>plugin on the - let's =
say
-
>>=3D
>>>>=3D3D

>>>> >cowbell=3D3D20
>>>> > track, which occurs though<BR>>most of the song, but not on =
=3D
>>>>the=3D3D20
>>>> > (confounded) bridge?<BR><BR>totally random...not in anyway =
=3D
>>>>associated
>>>> =3D3D
>>>> >with a=3D3D20
>>>> > particular instrument. Fairly<BR>study though, like a bowl of =
=3D
>>>>rice=3D3D20
>>>> > crispies.<BR>><BR>>4.) mute/disconnect the right channel when =
=3D3D
>>>> >listening=3D3D20
>>>> > back to<BR>>the crackle-infested bounce to see if there's any =
=3D3D
>>>> >pattern that=3D3D20
>>>> > <BR>>might apply to (3) above?<BR><BR>none<BR>><BR>>5.) Is =
=3D3D
>>>> >the=3D3D20
>>>> > crackle happening on ALL systems? IOW, have you<BR>>burned a =
CD
of
>>>=3D
>>>>=3D3D
>>>> >the=3D3D20
>>>> > bounced tracks & played it back on a home<BR>>stereo, in your =
=3D3D
>>>> >car, on=3D3D20
>>>> > headphones, etc? Is it possible that<BR>>for some odd reason =
the
>=3D
>>>>=3D3D
>>>> >crackle is=3D3D20
>>>> > due to something in your<BR>>monitoring setup that isn't =
showing
>up
>>>=3D
>>>>=3D3D
>>>> >on=3D3D20
>>>> > regular playback, but<BR>>might be showing up on a rendered =
=3D3D
>>>> >file?<BR>This=3D3D20
>>>> > first came to my attention after I burned a CD of test mixes =
for
>=3D
>>>>=3D3D

>>>> >the<BR>client=3D3D20
>>>> > and he called me after he got home and listened on his system =
=3D3D
>>>> >(this<BR>was an=3D3D20
>>>> > audio CD)so I would say it happens on all systems...but I =3D
>>>>havn't=3D3D20
>>>> > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as =
well
>as
>>>=3D
>>>>my
>>>> =3D3D
>>>> >
>>>> > Mackie 824's. The 824's are hooked<BR>up thru the spdif out =
of =3D3D
>>>> >the mec=3D3D20
>>>> > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's =
are =3D
>>>>hooked
>>>> =3D3D
>>>> >up thru=3D3D20
>>>> > 2 analogue outs from the Mec into a GFA power<BR>amp. =
Crackles =3D
>>>>exisist
>>>> =3D3D
>>>> >on the=3D3D20
>>>> > left channel on both sets of speakers.<BR>>
<BR>>6.) What =
happens
>=3D
>>>>=3D3D
>>>> >when=3D3D20
>>>> > you open up an older project that you<BR>>DIDN'T have this =
problem
>>>=3D
>>>>=3D3D
>>>> >on...?=3D3D20
>>>> > If you do a bounce with that,<BR>>does it sound as it did =
before,
>>=3D
>>>>=3D3D
>>>> >or does=3D3D20
>>>> > it now have the<BR>>crackles in it?<BR><BR>Not nearly as =
bad...No
>>=3D
>>>>=3D3D
>>>> >study=3D3D20
>>>> > diet of rice crispies, but there were a couple<BR>of crackles =
=3D

>>>>(random,
>>>> =3D3D
>>>> >l=3D3D20
>>>> > bounced twice and listend to both mixes out of phase,<BR>set =
=3D
>>>>markers =3D3D
>>>> >at the=3D3D20
>>>> > crackles, and verified by listening one at a time) =
This<BR>also
 =3D
>>>>leads
>>>> =3D3D
>>>> >me to=3D3D20
>>>> > believe it's some sort of ppj corruption brought on by =
the<BR>UAD
>>=3D
>>>>=3D3D
>>>> >stuff, only=3D3D20
>>>> > it happens over time, but I haven't been able to =
verify=3D3D20
>>>> > this<BR>yet.<BR>>><BR>>7.) Have you tried physically swapping =
=3D3D
>>>> >your left=3D3D20
>>>> > speaker with<BR>>your right speaker?<BR>swapping speakers =
make =3D
>>>>no=3D3D20
>>>> > difference, swapping the cables leading to the<BR>speakers =
makes
 >it
>>>=3D
>>>>=3D3D
>>>> >happen in=3D3D20
>>>> > the right speaker.<BR>>><BR>>Just trying to think of things to =
=3D3D
>>>> >try &=3D3D20
>>>> > narrow it down by<BR>>process of elimination.<BR><BR>I =
appreciate
>>=3D
>>>>=3D3D
>>>> >your=3D3D20
>>>> > thought process. If this makes a light go off for =
you,<BR>please
 >=3D
>>>>let =3D3D
>>>> >me=3D3D20
>>>> > know.<BR>>><BR>>Can you e-mail me an mp3 file of any song or =
=3D3D
>>>> >songs that=3D3D20

>>>> > it's<BR>>doing this on? If so, send it to: neil =3D3D
>>>> >DOT=3D3D20
>>>> > henderson AT<BR>>sbcglobal DOT net I'd be curious as to =3D3D
>>>> >what it=3D3D20
>>>> > sounds like.<BR><BR>will =3D3D
>>>> >Do<BR>><BR>>Neil<BR>><BR>><BR>>"Rod=3D3D20
>>>> > Lincoln" <<A=3D3D20
>>>> > =3D3D
>>>> =3D

 =
>>>>>href=3D3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.=
com</A=3D
 >>>>>&g=3D3D
 >>>> >t;=3D3D20
 >>>> > wrote:<BR>>><BR>>>OK..I got everything hooked backk up and =
=3D3D
 >>>> >sure=3D3D20
 >>>> > enough, the crackle is back<BR>>>on bounce to disk...in the =
left
 >=3D3D
 >>>>=3D3D
 >>>> >channel=3D3D20
 >>>> > only, same as always. I tried panning<BR>>>everything =
oppisite,
 =3D3D
 >>>> >crackle,=3D3D20
 >>>> > tried lowering levels, crackle.<BR>>>When I took all the =
tracks
 =3D3D
 >>>> >off the=3D3D20
 >>>> > submixes except for the drums on submix<BR>>>1, there were NO =
=3D3D
 >>>> >crackles.=3D3D20
 >>>> > There were also NO crackles when bouncing audio<BR>>>from any =
=3D3D
 >>>> >submix by=3D3D20
 >>>> > itself. <BR>>>This is a 24 bit mix with 24 bit tracks, so I =
=3D3D
 >>>> >tried=3D3D20
 >>>> > (advice from Aaron)<BR>rendering<BR>>>some of the tracks to =
=3D3D
 >>>> >16 bit.=3D3D20
 >>>> > I rendered all the drums (15 tracks) and<BR>5<BR>>>other =
tracks
 =3D3D
 >>>> >to 16=3D3D20
 >>>> > bit, leaving 10 tracks at 24 bit...Crackles came =
back<BR>>>when

```
  =3D3D
 >>>> >bouncing=3D3D20
 >>>> > the entire mix. That's where I'm at. I can always do=3D3D20
 >>>> > the<BR>spdif<BR>>>bounce method...it's a real hassle because =
of
  =3D3D
 >>>> >the way=3D3D20
 >>>> > my moitoring and<BR>work<BR>>>flow is, but it's doable, and =
=3D3D
 >>>> >seems to=3D3D20
 >>>> > work, but I'd like to get this thing<BR>>>figured out. =3D3D
 >>>> ><BR>>>I've=3D3D20
 >>>> > had it for today. Going to crash.<BR>>>Rod<BR>>>"Rod =3D3D
 >>>> >Lincoln"=3D3D20
 >>>> > <<A=3D3D20
 >>>> > =3D3D
 >>>> =3D
 =
>>>>>href=3D3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.r=
r.com<=3D
 >>>>/A>=3D3D
 >>>> >>=3D3D20
 >>>> > wrote:<BR>>>><BR>>>>Well, I THOUGHT I had my "bounce =3D3D
 >>>> >to=3D3D20
 >>>> > disk" crackles whipped, but they came<BR>>>>back. This time I =
=3D3D
 >>>> >
 >>>> > re-patched and did a spdif bounce and that seemed=3D3D20
 >>>> > to<BR>>cure<BR>>>>it. I havn't tried it yet with bounce to =
=3D3D
 >>>> >disk to=3D3D20
 >>>> > verify that the crackling<BR>>>>comes back, but I bet it =
=3D3D
 >>>> >will. I=3D3D20
 >>>> > wonder what could be causing this? =3D3D
 >>>> >The<BR>>>>last<BR>>>>time I=3D3D20
 >>>> > did a fresh install of my system (via ghost) and it seemed =
to=3D3D20
 >>>> > get<BR>>>>rid of it, for a while. I'm going to try a bounce =
=3D3D
 >>>> >to disk=3D3D20
 >>>> > and see if the<BR>>>>crackles return.<BR>>>>The way =3D3D
 >>>> >my=3D3D20
 >>>> > system is set up, because of space limitations, and =
the=3D3D20
 >>>> > fact<BR>>>>that<BR>>>>I have to have my drums basically =3D3D
 >>>> >in the=3D3D20
 >>>> > mix position (facing the other<BR>>>>way)<BR>>>>makes it =3D3D
```

>>>> >A=3D3D20
>>>> > FREAKIN PITA to crawl behind the gear and unplug the=3D3D20
>>>> > spdif<BR>cable<BR>>>>>going to the DAC-1 and re-patch a cable =
=3D3D
>>>> >loop. I=3D3D20
>>>> > accidently unplugged something<BR>>>>>while doing it, and had =
=3D3D
>>>> >to rip=3D3D20
>>>> > abouat half the system out to find=3D3D20
>>>> > =3D3D
>>>> >it.<BR>ERRRRRRRRRRRRRRRR!<BR>>>>>Rod<BR>>>><BR>><BR></BLO=3D3D
>>>> >CKQUOTE>
>>>> ><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to =
fight
=3D
>>>>spam, =3D3D
>>>> >and=3D3D20
>>>> >you?<BR><A=3D3D20
>>>> =3D
=
>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.=
com/re=3D
>>>>fer=3D3D
>>>> >.html</A> </FONT></DIV></BODY></HTML>
>>>> >
>>>> >
>>>>
>>>>
>>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>><HTML><HEAD>
>>>><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>>>>charset=3D3Diso-8859-1">
>>>><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>>><STYLE></STYLE>
>>>></HEAD>
>>>><BODY bgColor=3D3D#ffffff>
>>>><DIV><FONT face=3D3DArial size=3D3D2>Okay Rod,</FONT></DIV>
>>>><DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
size=3D3D2>How about
one
>>>=3D
>>>>track with=3D20
>>>>the UAD plugs</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
size=3D3D2>that has a
>=3D
>>>>few rough spots=3D20

---

>>>>that are amplified</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
size=3D3D2>by the plugin
>>>=3D
>>>>
>>>>set?</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
>>>>size=3D3D2></FONT> </DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
size=3D3D2>Mute one =3D
>>>>track at a time to=3D20
>>>>find it. PITA for sure.</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
>>>>size=3D3D2>???</FONT></DIV>
>>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
>>>>size=3D3D2>Tom</FONT></DIV></DIV>
>>>><BLOCKQUOTE=3D20
>>>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px; =3D
>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>>  <DIV>"Rod Lincoln" <<A=3D20
>>>>  =3D
=
>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
</A>&g=3D
>>>>t;=3D20
>>>>  wrote in message <A=3D20
>>>>  =
href=3D3D"news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I
>>>=3D
>>>>agree=3D20
>>>>  with you, except that when I play back an old project that =3D
>>>>didn't<BR>have the=3D20
>>>>  problem, it doesn't crackl, even with more tracks and the same =
=3D
>>>>plugs<BR>as the=3D20
>>>>  ppj's that crackle. <BR>Rod<BR>"Tom Bruhl" <<A=3D20
>>>>  =
href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20
>>>>  wrote:<BR>><BR>><BR>>Hey Rod,<BR>>Do the crackles repeat=3D20
>>>>  themselves in exactly the same places<BR>>on play back? If =3D
>>>>not, I'd=3D20
>>>>  look at hardware. Do they show up<BR>>in the waveform or are =3D
>>>>they to=3D20
>>>>  low in level? =3D3D20<BR>><BR>>If you suspect hardware I'd think =
=3D
>>>>CPU, fan=3D20
>>>>  (make it cold!) or<BR>>power supply. Not in that order. =3D

>>>>Start=3D20
>>>> with the cheapest fixes first.<BR>>Maybe you were right way back =
=3D
>>>>with the=3D20
>>>> bad UAD assumption?<BR>><BR>>Still kickin' Paris=3D20
>>>> around,<BR>>Tom<BR>><BR>> "Rod Lincoln" <<A=3D20
>>>> =3D
=
>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
</A>&g=3D
>>>>t;=3D20
>>>> wrote in message =3D
>>>>=3D3D<BR>>news:472e82a3$1@linux...<BR>><BR>> Neil,=3D20
>>>> thanks for your response. see my answers interleaved =3D
>>>>below<BR>> =3D20
>>>> Rod<BR>> "Neil" <<A =3D
>>>>href=3D3D"mailto:OIU@I.com">OIU@I.com</A>>=3D20
>>>> wrote:<BR>> ><BR>> >This is weird... have you =3D
>>>>tried=3D20
>>>> any of the following:<BR>> ><BR>> >1.) pan =3D
>>>>everything=3D20
>>>> to center, and then see if it still shows up<BR>> >on the =3D
>>>>left=3D20
>>>> channel? or is the crackling then centered?<BR>><BR>> =3D
>>>>Everything=3D20
>>>> Panned Ctr still Crackles<BR>> ><BR>> >2.) =3D
>>>>removing=3D20
>>>> ALL plugins & EFX, and bouncing dry/clean like<BR>> =3D
>>>>>that,=3D20
>>>> with everything panned as you normally would for this<BR>> =3D
>>>>>mix?=3D20
>>>> This includes anything inserted across the =3D
>>>>2-buss.<BR>><BR>> =3D20
>>>> Bounce with No FX (Auxes, both internal and external) still=3D20
>>>> Crackles<BR>><BR>> Bounce with no plugs...this does =3D
>>>>produce a=3D20
>>>> crackle free bounce. I =3D3D<BR>>tried this<BR>> the first =3D
>>>>time it=3D20
>>>> happened a couple weeks ago, and thought I had it =3D20
>>>> =3D3D<BR>>narrowed<BR>> down to the UAD plugs. I re-ghosted =3D
>>>>to a sys=3D20
>>>> version that had an =3D3D<BR>>earlier<BR>> UAD install =3D
>>>>(can't remember=3D20
>>>> the number, it had the Helios, but not =3D
>>>>the<BR>=3D3D<BR>>Neve<BR>> =3D20
>>>> 88)and the crackles went away, so I thought it was a software =
rev=3D20
>>>> that<BR>=3D3D<BR>>Paris<BR>> didn't like, but just to be =3D

>>>>sure I=3D20
>>>> reloaded the new version of the =3D
>>>>UAD<BR>=3D3D<BR>>software<BR>> (the=3D20
>>>> one with the Neve 88) and it still didn't crackle. At that=3D20
>>>> point<BR>=3D3D<BR>>I<BR>> thought it might be something else =3D
>>>>
>>>> altogether and since I am in the =3D3D<BR>>middle<BR>> of a =3D
>>>>mixing=3D20
>>>> project that I'm using the Neve 88 plug on a lot (love =
=3D3D<BR>>what
 >=3D
>>>>
>>>> it<BR>> does) I just went for it, listening closely to =3D
>>>>bounces. I=3D20
>>>> actually did<BR>=3D3D<BR>>2<BR>> bounces of every mix and =3D
>>>>listened=3D20
>>>> back to both at the same time, out =3D3D<BR>>of phase<BR>> =3D
>>>>with each=3D20
>>>> other, to hear the difference, since the crackles appeared =3D
>>>>=3D3D<BR>>to=3D20
>>>> be<BR>> random.) There were maybe 1 or 2 crackles per song on =
=3D
 >>>>a=3D20
>>>> couple songs,<BR>=3D3D<BR>>and<BR>> no crackles on the other =3D
>>>>3 (that=3D20
>>>> I've done so far). I'm wondering now<BR>=3D3D<BR>>if<BR>> it =3D
>>>>is a UAD=3D20
>>>> rev problem that only shows up after some wear and tear=3D20
>>>> on<BR>=3D3D<BR>>the<BR>> sys. I'm going to re-ghost and =3D
>>>>re-load=3D20
>>>> the=3D3D20<BR> UAD software (Neve 88 ver) tommorow and see =3D
>>>>what=3D20
>>>> happens.<BR> Just to reiterate...when I did a spdif bounce, =3D
>>>>even=3D20
>>>> with my system as<BR>=3D3D<BR>>it<BR>> is tonight, there are =3D
>>>>no=3D20
>>>> crackles. That's wierd. Also the crackles =3D
>>>>=3D3D<BR>>never<BR>> show=3D20
>>>> till listening to the bounced file.<BR> ><BR> =3D
>>>>>3.)=3D20
>>>> can you determine where the crackle rears it's ugly =3D
>>>>head?<BR> =3D20
>>>> >IOW, is it constant, more or less, or is it intermittent? =3D
>>>>If<BR> =3D20
>>>> >it's intermittent, does it seem to coincide with any=3D20
>>>> particular<BR> >instrument or track? For example, could =3D
>>>>it be a=3D20
>>>> particular<BR> >plugin on the - let's say - cowbell =3D

>>>>track, which=3D20
>>>>  occurs though<BR>> >most of the song, but not on the =3D
>>>>(confounded)=3D20
>>>>  bridge?<BR>><BR>> totally random...not in anyway =3D
>>>>associated with a=3D20
>>>>  particular =3D3D<BR>>instrument. Fairly<BR>> study though, =3D
>>>>like a bowl=3D20
>>>>  of rice crispies.<BR>> ><BR>> >4.) =3D
>>>>mute/disconnect the=3D20
>>>>  right channel when listening back to<BR>> >the =3D
>>>>crackle-infested=3D20
>>>>  bounce to see if there's any pattern that=3D3D20<BR>> >might =3D
>>>>apply to=3D20
>>>>  (3) above?<BR>><BR>> none<BR>> ><BR>> =3D
>>>>>5.)=3D20
>>>>  Is the crackle happening on ALL systems? IOW, have you<BR>> =
=3D20
>>>>  >burned a CD of the bounced tracks & played it back on a=3D20
>>>>  home<BR>> >stereo, in your car, on headphones, etc? Is it =3D
>>>>possible=3D20
>>>>  that<BR>> >for some odd reason the crackle is due to =3D
>>>>something in=3D20
>>>>  your<BR>> >monitoring setup that isn't showing up on =3D
>>>>regular=3D20
>>>>  playback, but<BR>> >might be showing up on a rendered=3D20
>>>>  file?<BR>> This first came to my attention after I burned a =3D
>>>>CD of=3D20
>>>>  test mixes for<BR>=3D3D<BR>>the<BR>> client and he called me =3D
>>>>after he=3D20
>>>>  got home and listened on his system =3D3D<BR>>(this<BR>> was =3D
>>>>an audio=3D20
>>>>  CD)so I would say it happens on all systems...but I =
=3D3D<BR>>havn't=3D20
>>>>  burnt<BR>> another CD yet.<BR>> It does happen on my =3D
>>>>NS 10's=3D20
>>>>  as well as my Mackie 824's. The 824's =3D3D<BR>>are =3D
>>>>hooked<BR>> =3D20
>>>>  up thru the spdif out of the mec to a DAC-1 to a PVC passive =
volume=3D20
>>>>  =3D3D<BR>>control.<BR>> The NS 10's are hooked up thru 2 =3D
>>>>analogue outs=3D20
>>>>  from the Mec into a GFA<BR>=3D3D<BR>>power<BR>> amp. =3D
>>>>Crackles exisist=3D20
>>>>  on the left channel on both sets of speakers.<BR>> =3D
>>>>><BR>> =3D20
>>>>  >6.) What happens when you open up an older project that =3D
>>>>you<BR>> =3D20
>>>>  >DIDN'T have this problem on...? If you do a bounce with=3D20

>>>> that,<BR>> >does it sound as it did before, or does it now =3D
>>>>have=3D20
>>>> the<BR>> >crackles in it?<BR>><BR>> Not nearly =3D
>>>>as=3D20
>>>> bad...No study diet of rice crispies, but there were a=3D20
>>>> =3D3D<BR>>couple<BR>> of crackles (random, I bounced twice =3D
>>>>and listend=3D20
>>>> to both mixes out of<BR>=3D3D<BR>>phase,<BR>> set markers at =3D
>>>>the=3D20
>>>> crackles, and verified by listening one at a=3D20
>>>> time)<BR>=3D3D<BR>>This<BR>> also leads me to believe it's =3D
>>>>some sort=3D20
>>>> of ppj corruption brought on =3D3D<BR>>by the<BR>> UAD =3D
>>>>stuff, only it=3D20
>>>> happens over time, but I haven't been able to =
=3D3D<BR>>verify=3D20
>>>> this<BR>> yet.<BR>> ><BR>> >7.) Have =3D
>>>>you=3D20
>>>> tried physically swapping your left speaker with<BR>> =3D
>>>>>your right=3D20
>>>> speaker?<BR>> swapping speakers make no difference, swapping =3D
>>>>the=3D20
>>>> cables leading to =3D3D<BR>>the<BR>> speakers makes it =3D
>>>>happen in the=3D20
>>>> right speaker.<BR>> ><BR>> >Just trying to =3D
>>>>think of=3D20
>>>> things to try & narrow it down by<BR>> >process of=3D20
>>>> elimination.<BR>><BR>> I appreciate your thought process. =3D
>>>>If this=3D20
>>>> makes a light go off for =3D3D<BR>>you,<BR>> please let me=3D20
>>>> know.<BR>> ><BR>> >Can you e-mail me an mp3 =3D
>>>>file of=3D20
>>>> any song or songs that it's<BR>> >doing this on? If so, =3D
>>>>send it=3D20
>>>> to: neil DOT henderson AT<BR>> =3D
>>>>>sbcglobal DOT=3D20
>>>> net I'd be curious as to what it sounds=3D20
>>>> like.<BR>><BR>> will Do<BR>> ><BR>> =3D20
>>>> >Neil<BR>> ><BR>> ><BR>> >"Rod =3D
>>>>Lincoln"=3D20
>>>> <<A=3D20
>>>> =3D
=
>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
</A>&g=3D
>>>>t;=3D20
>>>> wrote:<BR> >><BR> >>OK..I got =3D
>>>>everything=3D20

>>>> hooked backk up and sure enough, the crackle =3D
>>>>is<BR>=3D3D<BR>>back<BR>> =3D20
>>>> >>on bounce to disk...in the left channel only, same as always. =
=3D
>>>>I=3D20
>>>> =3D3D<BR>>tried panning<BR>> >>everything oppisite, =3D
>>>>crackle,=3D20
>>>> tried lowering levels, crackle.<BR>> >>When I took all =3D
>>>>the=3D20
>>>> tracks off the submixes except for the drums=3D20
>>>> on<BR>=3D3D<BR>>submix<BR>> >>1, there were NO =3D
>>>>crackles. There=3D20
>>>> were also NO crackles when bouncing<BR>=3D3D<BR>>audio<BR>> =
=3D20
>>>> >>from any submix by itself.=3D3D20<BR>> >>This is =3D
>>>>a 24 bit=3D20
>>>> mix with 24 bit tracks, so I tried (advice from =3D
>>>>=3D3D<BR>>Aaron)<BR>> =3D20
>>>> >rendering<BR>> >>some of the tracks to 16 bit. I =3D
>>>>rendered=3D20
>>>> all the drums (15 tracks) =3D3D<BR>>and<BR>> 5<BR>> =3D
>>>>
>>>> >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
=3D
>>>>
>>>> came<BR>=3D3D<BR>>back<BR>> >>when bouncing the entire =3D
>>>>mix.=3D20
>>>> That's where I'm at. I can always do =3D3D<BR>>the<BR>> =3D20
>>>> spdif<BR>> >>bounce method...it's a real hassle because =3D
>>>>of the=3D20
>>>> way my moitoring =3D3D<BR>>and<BR>> work<BR>> =3D
>>>>>>flow=3D20
>>>> is, but it's doable, and seems to work, but I'd like to get =3D
>>>>=3D3D<BR>>this=3D20
>>>> thing<BR>> >>figured out.=3D3D20<BR>> =3D
>>>>>>I've had it=3D20
>>>> for today. Going to crash.<BR>> >>Rod<BR>> =3D20
>>>> >>"Rod Lincoln" <<A=3D20
>>>> =3D
=
>>>>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.c=
om</A>=3D
>>>>>=3D20
>>>> wrote:<BR>> >>><BR>> >>>Well, I =3D
>>>>THOUGHT I=3D20
>>>> had my "bounce to disk" crackles whipped, but =3D3D<BR>>they =3D
>>>>came<BR>> =3D20
>>>> >>>back. This time I re-patched and did a spdif bounce and =3D

>>>>that=3D20
>>>> seemed<BR>=3D3D<BR>>to<BR>> >cure<BR>> =3D
>>>>>>>it. I=3D20
>>>> havn't tried it yet with bounce to disk to verify that the=3D20
>>>> =3D3D<BR>>crackling<BR>> >>>comes back, but I bet =3D
>>>>it will. I=3D20
>>>> wonder what could be causing this?<BR>=3D3D<BR>>The<BR>> =3D20
>>>> >>last<BR>> >>>time I did a fresh install of =3D
>>>>my system=3D20
>>>> (via ghost) and it seemed =3D3D<BR>>to get<BR>> =3D
>>>>>>>rid of it,=3D20
>>>> for a while. I'm going to try a bounce to disk and see =
=3D3D<BR>>if=3D20
>>>> the<BR>> >>>crackles return.<BR>> =3D
>>>>>>>The=3D20
>>>> way my system is set up, because of space limitations, and=3D20
>>>> the<BR>=3D3D<BR>>fact<BR>> >>that<BR>> =3D
>>>>>>>I=3D20
>>>> have to have my drums basically in the mix position (facing =
the=3D20
>>>> =3D3D<BR>>other<BR>> >>way)<BR>> =3D
>>>>>>>makes it A=3D20
>>>> FREAKIN PITA to crawl behind the gear and unplug the=3D20
>>>> =3D3D<BR>>spdif<BR>> cable<BR>> >>>going =3D
>>>>to the=3D20
>>>> DAC-1 and re-patch a cable loop. I accidently =
=3D3D<BR>>unplugged=3D20
>>>> something<BR>> >>>while doing it, and had to rip =3D
>>>>abouat half=3D20
>>>> the system out to find =3D3D<BR>>it.<BR>> =3D20
>>>> ERRRRRRRRRRRRRRRR!<BR>> >>>Rod<BR>> =3D20
>>>> >><BR>> ><BR>><BR>><BR>><BR>>I choose =3D
>>>>Polesoft=3D20
>>>> Lockspam to fight spam, and=3D20
>>>> you?<BR>>http://www.polesoft.com/refer.html =3D20
>>>> <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
>>>> Transitional//EN"><BR>><HTML><HEAD><BR>><META=3D20
>>>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20
>>>> =3D3D<BR>>charset=3D3D3Diso-8859-1"><BR>><META =3D
>>>>content=3D3D3D"MSHTML=3D20
>>>> 6.00.2800.1400"=3D20
>>>> =3D
>>>>name=3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D
>>>>D><BR>><BODY=3D20
>>>> bgColor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial =3D
>>>>size=3D3D3D2>Hey=3D20
>>>> Rod,</FONT></DIV><BR>><DIV><FONT =3D
>>>>face=3D3D3DArial=3D20

>>>> size=3D3D3D2>Do the crackles repeat themselves in =
=3D3D<BR>>exactly=3D20
 >>>> the=3D3D20<BR>>same =3D
 >>>>places</FONT></DIV><BR>><DIV><FONT=3D20
 >>>> face=3D3D3DArial size=3D3D3D2>on play back? If not, I'd look =
at=3D20
 >>>> =3D3D<BR>><BR>>hardware. Do they show=3D20
 >>>> up</FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
 >>>> size=3D3D3D2>in the waveform or are they to low in =
=3D3D<BR>>level?=3D20
 >>>> =3D3D20<BR>></FONT></DIV><BR>><DIV><FONT =3D
 >>>>face=3D3D3DArial=3D20
 >>>> size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D
 >>>>face=3D3D3DArial=3D20
 >>>> size=3D3D3D2>If you suspect hardware I'd think=3D20
 >>>> CPU,<BR>=3D3D<BR>></FONT><FONT=3D3D20<BR>>face=3D3D3DArial =3D
 >>>>size=3D3D3D2>fan=3D20
 >>>> (make it cold!) or</FONT></DIV><BR>><DIV><FONT =3D
 >>>>
 >>>> face=3D3D3DArial size=3D3D3D2>power supply. Not in that =3D
 >>>>=3D3D<BR>>order.=3D20
 >>>> Start=3D3D20<BR>>with </FONT><FONT face=3D3D3DArial =3D
 >>>>size=3D3D3D2>the=3D20
 >>>> cheapest fixes=3D20
 >>>> =3D3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=3D20
 >>>> face=3D3D3DArial size=3D3D3D2>Maybe you were right way back =
with=3D20
 >>>> the<BR>=3D3D<BR>>bad=3D20
 >>>> =3D
 >>>>UAD=3D3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=3D
 >>>>t;FONT=3D20
 >>>> face=3D3D3DArial size=3D3D3D2></FONT> =3D
 >>>></DIV><BR>><DIV><FONT=3D20
 >>>> face=3D3D3DArial size=3D3D3D2>Still kickin' Paris=3D20
 >>>> =3D3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =3D
 >>>>
 >>>> face=3D3D3DArial=3D20
 >>>> size=3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D20
 >>>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
 >>>> =3D
 >>>></DIV><BR>><BLOCKQUOTE=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: =3D
 >>>>0px;=3D20
 >>>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: =
#000000 =3D
 >>>>2px solid;=3D20
 >>>> MARGIN-RIGHT: 0px"><BR>> <DIV>"Rod Lincoln"=3D20
 >>>> <<A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
 >>>> =3D

=
>>>>href=3D3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
</A>&a=3D
 =
>>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=3D=

 >>>>A>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20
 >>>> wrote in message <A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
 >>>> =3D
 =
>>>>href=3D3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><B=
R>Neil=3D
 >>>>'>news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV>=3D
 >>>>;<BR>Neil</A>=3D3D<BR>>,=3D3D20<BR>> =3D20
 >>>> thanks for your response. see my answers interleaved=3D20
 >>>> =3D3D<BR>>below<BR>Rod<BR>"Neil"=3D3D20<BR>> =3D
 >>>><<A=3D20
 >>>> href=3D3D3D"<A=3D20
 >>>> =3D
 =
>>>>href=3D3D'mailto:OIU@I.com">OIU@I.com</A'>mailto:OIU@I.com">OIU@I.com=
<=3D
 >>>>;/A</A>>>=3D20
 >>>> =3D3D<BR>>wrote:<BR>><BR>>This =3D
 >>>>is=3D3D20<BR>> weird...=3D20
 >>>> have you tried any of the following:<BR>><BR>>1.)=3D20
 >>>> pan=3D3D20<BR>> everything to center, and then see if it still =
=3D
 >>>>shows=3D20
 >>>> up<BR>>on the =3D3D<BR>>left=3D3D20<BR>> channel? or =3D
 >>>>is the=3D20
 >>>> crackling then centered?<BR>><BR>Everything Panned =3D
 >>>>=3D3D<BR>>Ctr=3D20
 >>>> still=3D3D20<BR>> Crackles<BR>><BR>>2.) =3D
 >>>>removing ALL=3D20
 >>>> plugins & EFX, and =3D3D<BR>>bouncing=3D3D20<BR>> =3D
 >>>>dry/clean=3D20
 >>>> like<BR>>that, with everything panned as you normally =3D
 >>>>=3D3D<BR>>would=3D20
 >>>> for=3D3D20<BR>> this<BR>>mix? This includes anything =3D
 >>>>inserted=3D20
 >>>> across the=3D3D20<BR>> 2-buss.<BR>><BR>Bounce with =3D
 >>>>No FX=3D20
 >>>> (Auxes, both internal and external) =3D
 >>>>=3D3D<BR>>still=3D3D20<BR>> =3D20
 >>>> Crackles<BR>><BR>Bounce with no plugs...this does produce a =3D
 >>>>crackle=3D20
 >>>> =3D3D<BR>>free=3D3D20<BR>> bounce. I tried this<BR>the =3D

>>>>first time it=3D20
 >>>> happened a couple weeks ago,<BR>=3D3D<BR>>and=3D3D20<BR>> =3D
 >>>>thought I had it=3D20
 >>>> narrowed<BR>down to the UAD plugs. I re-ghosted =
=3D3D<BR>>to=3D20
 >>>> a=3D3D20<BR>> sys version that had an earlier<BR>UAD =3D
 >>>>install (can't=3D20
 >>>> remember the =3D3D<BR>>number, it=3D3D20<BR>> had the Helios, =
=3D
 >>>>but not the=3D20
 >>>> Neve<BR>88)and the crackles went away, =3D
 >>>>so<BR>=3D3D<BR>>I=3D3D20<BR>> =3D20
 >>>> thought it was a software rev that Paris<BR>didn't like, but =3D
 >>>>just to=3D20
 >>>> =3D3D<BR>>be sure I=3D3D20<BR>> reloaded the new version of =3D
 >>>>the UAD=3D20
 >>>> software<BR>(the one with the Neve<BR>=3D3D<BR>><BR>> =3D
 >>>>88) and it=3D20
 >>>> still didn't crackle. At that point I<BR>thought it =3D
 >>>>=3D3D<BR>>might=3D20
 >>>> be=3D3D20<BR>> something else altogether and since I am in =
the=3D20
 >>>> middle<BR>of a mixing<BR>=3D3D<BR>>project=3D3D20<BR>> =3D
 >>>>that I'm=3D20
 >>>> using the Neve 88 plug on a lot (love what it<BR>does) I=3D20
 >>>> just<BR>=3D3D<BR>>went=3D3D20<BR>> for it, listening closely =3D
 >>>>to bounces. I=3D20
 >>>> actually did 2<BR>bounces of =3D3D<BR>>every =3D
 >>>>mix=3D3D20<BR>> and=3D20
 >>>> listened back to both at the same time, out of =
phase<BR>with=3D20
 >>>> each<BR>=3D3D<BR>>other,=3D3D20<BR>> to hear the difference, =3D
 >>>>since the=3D20
 >>>> crackles appeared to =3D
 >>>>be<BR>random.)<BR>=3D3D<BR>>There=3D3D20<BR>> =3D20
 >>>> were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =
=3D
 >>>>
 >>>> =3D3D<BR>>crackles on=3D3D20<BR>> the other 3 (that I've done =
=3D
 >>>>so far). I'm=3D20
 >>>> wondering now if<BR>it is a =3D3D<BR>>UAD =3D
 >>>>rev=3D3D20<BR>> problem=3D20
 >>>> that only shows up after some wear and tear on the<BR>sys.=3D20
 >>>> I'm<BR>=3D3D<BR>>going=3D3D20<BR>> to re-ghost and re-load the =
=3D
 >>>>
 >>>> <BR>UAD software (Neve 88 ver) tommorrow =3D3D<BR>>and=3D3D20

>>>> see=3D3D20<BR>> what happens.<BR>Just to reiterate...when =3D
>>>>I did a=3D20
>>>> spdif bounce, even =3D3D<BR>>with my=3D3D20<BR>> system as =3D
>>>>it<BR>is=3D20
>>>> tonight, there are no crackles. That's wierd.=3D20
>>>> Also<BR>=3D3D<BR>>the=3D3D20<BR>> crackles never<BR>show =3D
>>>>till=3D20
>>>> listening to the bounced=3D20
>>>> =3D3D<BR>>file.<BR>><BR>>3.)=3D3D20<BR>> can =3D
>>>>you=3D20
>>>> determine where the crackle rears it's ugly head?<BR>>IOW,=3D20
>>>> =3D3D<BR>>is it=3D3D20<BR>> constant, more or less, or is it =3D
>>>>intermittent?=3D20
>>>> If<BR>>it's =3D3D<BR>>intermittent,=3D3D20<BR>> does =3D
>>>>it seem to=3D20
>>>> coincide with any particular<BR>instrument or =3D
>>>>=3D3D<BR>>track?=3D20
>>>> For=3D3D20<BR>> example, could it be a =3D
>>>>particular<BR>plugin on=3D20
>>>> the - let's say - =3D3D<BR>>cowbell=3D3D20<BR>> track, which =3D
>>>>occurs=3D20
>>>> though<BR>>most of the song, but not on =3D
>>>>the=3D3D20<BR>> =3D20
>>>> (confounded) bridge?<BR><BR>totally random...not in anyway =3D
>>>>
>>>> associated<BR>=3D3D<BR>>with a=3D3D20<BR>> particular =3D
>>>>instrument.=3D20
>>>> Fairly<BR>study though, like a bowl of rice=3D3D20<BR>> =3D20
>>>> crispies.<BR>><BR>>4.) mute/disconnect the right =3D
>>>>channel=3D20
>>>> when =3D3D<BR>>listening=3D3D20<BR>> back to<BR>>the=3D20
>>>> crackle-infested bounce to see if there's any =
=3D3D<BR>>pattern=3D20
>>>> that=3D3D20<BR>> <BR>>might apply to (3)=3D20
>>>> above?<BR><BR>none<BR>><BR>>5.) Is=3D20
>>>> =3D3D<BR>>the=3D3D20<BR>> crackle happening on ALL systems? =3D
>>>>IOW, have=3D20
>>>> you<BR>burned a CD of =3D3D<BR>>the=3D3D20<BR>> =3D
>>>>bounced tracks=3D20
>>>> & played it back on a home<BR>>stereo, in your =3D
>>>>=3D3D<BR>>car,=3D20
>>>> on=3D3D20<BR>> headphones, etc? Is it possible =3D
>>>>that<BR>for some=3D20
>>>> odd reason the =3D3D<BR>>crackle is=3D3D20<BR>> due to =3D
>>>>something in=3D20
>>>> your<BR>monitoring setup that isn't showing up=3D20
>>>> =3D3D<BR>>on=3D3D20<BR>> regular playback, =3D
>>>>but<BR>>might be=3D20

>>>> showing up on a rendered =3D
>>>>=3D3D<BR>>file?<BR>This=3D3D20<BR>> first=3D20
>>>> came to my attention after I burned a CD of test mixes for=3D20
>>>> =3D3D<BR>>the<BR>client=3D3D20<BR>> and he called me =3D
>>>>after he got=3D20
>>>> home and listened on his system =3D3D<BR>>(this<BR>was=3D20
>>>> an=3D3D20<BR>> audio CD)so I would say it happens on all =3D
>>>>systems...but I=3D20
>>>> havn't=3D3D20<BR>> burnt<BR>another CD yet.<BR>It =3D
>>>>does happen=3D20
>>>> on my NS 10's as well as my<BR>=3D3D<BR>><BR>> Mackie 824's. =3D
>>>>The 824's=3D20
>>>> are hooked<BR>up thru the spdif out of =3D3D<BR>>the =3D
>>>>mec=3D3D20<BR>> =3D20
>>>> to a DAC-1 to a PVC passive volume control.<BR>The NS 10's =
are=3D20
>>>> hooked<BR>=3D3D<BR>>up thru=3D3D20<BR>> 2 analogue outs from =3D
>>>>the Mec into=3D20
>>>> a GFA power<BR>amp. Crackles exisist<BR>=3D3D<BR>>on =3D
>>>>the=3D3D20<BR>> =3D20
>>>> left channel on both sets of speakers.<BR>><BR>>6.) =3D
>>>>What=3D20
>>>> happens =3D3D<BR>>when=3D3D20<BR>> you open up an older =3D
>>>>project that=3D20
>>>> you<BR>>DIDN'T have this problem =3D
>>>>=3D3D<BR>>on...?=3D3D20<BR>> If=3D20
>>>> you do a bounce with that,<BR>>does it sound as it did =3D
>>>>before,=3D20
>>>> =3D3D<BR>>or does=3D3D20<BR>> it now have =3D
>>>>the<BR>crackles in=3D20
>>>> it?<BR><BR>Not nearly as bad...No =3D
>>>>=3D3D<BR>>study=3D3D20<BR>> =3D20
>>>> diet of rice crispies, but there were a couple<BR>of =
crackles=3D20
>>>> (random,<BR>=3D3D<BR>>I=3D3D20<BR>> bounced twice and listend =
=3D
>>>>to both=3D20
>>>> mixes out of phase,<BR>set markers =3D3D<BR>>at =3D
>>>>the=3D3D20<BR>> =3D20
>>>> crackles, and verified by listening one at a time) =
This<BR>also=3D20
>>>> leads<BR>=3D3D<BR>>me to=3D3D20<BR>> believe it's some sort of =
=3D
>>>>ppj=3D20
>>>> corruption brought on by the<BR>UAD =3D3D<BR>>stuff,=3D20
>>>> only=3D3D20<BR>> it happens over time, but I haven't been able =
=3D
>>>>to=3D20

>>>> verify=3D3D20<BR>> =3D
>>>>this<BR>yet.<BR>><BR>>7.) Have=3D20
>>>> you tried physically swapping =3D3D<BR>>your left=3D3D20<BR>> =
=3D
>>>>speaker=3D20
>>>> with<BR>>your right speaker?<BR>swapping speakers make=3D20
>>>> no=3D3D20<BR>> difference, swapping the cables leading to=3D20
>>>> the<BR>speakers makes it =3D3D<BR>>happen in=3D3D20<BR>> =3D
>>>>the right=3D20
>>>> speaker.<BR>><BR>>Just trying to think of things to=3D20
>>>> =3D3D<BR>>try &=3D3D20<BR>> narrow it down =3D
>>>>by<BR>>process of=3D20
>>>> elimination.<BR>><BR>I appreciate =3D
>>>>=3D3D<BR>>your=3D3D20<BR>> =3D20
>>>> thought process. If this makes a light go off for you,<BR>please =
=3D
>>>>let=3D20
>>>> =3D3D<BR>>me=3D3D20<BR>> know.<BR>><BR>>Can =3D
>>>>you e-mail=3D20
>>>> me an mp3 file of any song or =3D3D<BR>>songs that=3D3D20<BR>> =
=3D
>>>>
>>>> it's<BR>>doing this on? If so, send it to: neil=3D20
>>>> =3D3D<BR>>DOT=3D3D20<BR>> henderson AT<BR>>sbcglobal =3D
>>>>DOT net I'd=3D20
>>>> be curious as to =3D3D<BR>>what it=3D3D20<BR>> sounds=3D20
>>>> like.<BR>><BR>will=3D20
>>>> =3D
>>>>=3D3D<BR>>Do<BR>><BR>>Neil<BR>><BR>>=3D
>>>><BR>>"Rod=3D3D20<BR>> =3D20
>>>> Lincoln" <<A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
>>>> =3D
=
>>>>href=3D3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
</A>&a=3D
=
>>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=3D=

>>>>A>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20
>>>> wrote:<BR>>><BR>>>OK..I got everything hooked =3D
>>>>backk up=3D20
>>>> and =3D3D<BR>>sure=3D3D20<BR>> enough, the crackle is=3D20
>>>> back<BR>>>on bounce to disk...in the left=3D20
>>>> =3D3D<BR>>channel=3D3D20<BR>> only, same as always. I tried=3D20
>>>> panning<BR>>>everything oppisite,=3D20
>>>> =3D3D<BR>>crackle,=3D3D20<BR>> tried lowering levels,=3D20
>>>> crackle.<BR>>>When I took all the tracks =3D3D<BR>>off=3D20
>>>> the=3D3D20<BR>> submixes except for the drums on=3D20

>>>> submix<BR>>>>1, there were NO =3D
>>>>=3D3D<BR>>crackles.=3D3D20<BR>> =3D20
>>>> There were also NO crackles when bouncing audio<BR>>>>from =3D
>>>>any=3D20
>>>> =3D3D<BR>>submix by=3D3D20<BR>> itself. <BR>>>>This =3D
>>>>is a 24 bit=3D20
>>>> mix with 24 bit tracks, so I =3D3D<BR>>tried=3D3D20<BR>> =3D
>>>>(advice from=3D20
>>>> Aaron)<BR>>rendering<BR>>>>some of the tracks to=3D20
>>>> =3D3D<BR>>16 bit.=3D3D20<BR>> I rendered all the drums (15 =3D
>>>>tracks)=3D20
>>>> and<BR>5<BR>>>>other tracks =3D3D<BR>>to =3D
>>>>16=3D3D20<BR>> =3D20
>>>> bit, leaving 10 tracks at 24 bit...Crackles came =3D
>>>>back<BR>>>>when=3D20
>>>> =3D3D<BR>>bouncing=3D3D20<BR>> the entire mix. That's where =3D
>>>>I'm at. I can=3D20
>>>> always do=3D3D20<BR>> =3D
>>>>the<BR>spdif<BR>>>>bounce=3D20
>>>> method...it's a real hassle because of =3D3D<BR>>the =3D
>>>>way=3D3D20<BR>> my=3D20
>>>> moitoring and<BR>work<BR>>>>flow is, but it's doable, =3D
>>>>and=3D20
>>>> =3D3D<BR>>seems to=3D3D20<BR>> work, but I'd like to get =
this=3D20
>>>> thing<BR>>>>figured out.=3D20
>>>> =3D3D<BR>><BR>>>>I've=3D3D20<BR>> had it for today. =3D
>>>>Going to=3D20
>>>> crash.<BR>>>>Rod<BR>>>>"Rod=3D20
>>>> =3D3D<BR>>Lincoln"=3D3D20<BR>> <<A=3D3D20<BR>> =3D20
>>>> =3D3D<BR>>href=3D3D3D"<A=3D20
>>>> =3D
 =
>>>>href=3D3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.c=
om</A'=3D
 =
>>>>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=3D=

>>>>A>>=3D3D<BR>>>>=3D3D20<BR>> =3D20
>>>> wrote:<BR>>>><BR>>>>Well, I THOUGHT I =3D
>>>>had my=3D20
>>>> "bounce =3D3D<BR>>to=3D3D20<BR>> disk" crackles whipped, but =3D
>>>>they=3D20
>>>> came<BR>>>>back. This time I =3D3D<BR>><BR>> =3D
>>>>re-patched=3D20
>>>> and did a spdif bounce and that seemed=3D3D20<BR>> =3D20
>>>> to<BR>cure<BR>>>>it. I havn't tried it yet =3D
>>>>with=3D20

---

>>>> bounce to =3D3D<BR>>disk to=3D3D20<BR>> verify that the=3D20
>>>> crackling<BR>>>>comes back, but I bet it =3D
>>>>=3D3D<BR>>will.=3D20
>>>> I=3D3D20<BR>> wonder what could be causing this?=3D20
>>>> =3D3D<BR>>The<BR>>>last<BR>>>>time=3D20
>>>> I=3D3D20<BR>> did a fresh install of my system (via ghost) and =
=3D
>>>>it seemed=3D20
>>>> to=3D3D20<BR>> get<BR>>>>rid of it, for a while. =3D
>>>>I'm going=3D20
>>>> to try a bounce =3D3D<BR>>to disk=3D3D20<BR>> and see if=3D20
>>>> the<BR>>>>crackles return.<BR>>>>The way =3D
>>>>
>>>> =3D3D<BR>>my=3D3D20<BR>> system is set up, because of space =3D
>>>>limitations,=3D20
>>>> and the=3D3D20<BR>> =3D
>>>>fact<BR>>>that<BR>>>>I=3D20
>>>> have to have my drums basically =3D3D<BR>>in the=3D3D20<BR>> =3D
>>>>mix position=3D20
>>>> (facing the other<BR>>>way)<BR>>>>makes it=3D20
>>>> =3D3D<BR>>A=3D3D20<BR>> FREAKIN PITA to crawl behind the gear =
=3D
>>>>and unplug=3D20
>>>> the=3D3D20<BR>> spdif<BR>cable<BR>>>>going =3D
>>>>to the=3D20
>>>> DAC-1 and re-patch a cable =3D3D<BR>>loop. I=3D3D20<BR>> =3D
>>>>accidently=3D20
>>>> unplugged something<BR>>>>while doing it, and had =3D
>>>>=3D3D<BR>>to=3D20
>>>> rip=3D3D20<BR>> abouat half the system out to =3D
>>>>find=3D3D20<BR>> =3D20
>>>> =3D
>>>>=3D3D<BR>>it.<BR>ERRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR=3D
>>>>>>><BR>><BR></BLO=3D3D<BR>>CKQUOTE><BR>>=3D
>>>>;<DIV><FONT=3D20
>>>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight =3D
>>>>spam,=3D20
>>>> =3D
>>>>=3D3D<BR>>and=3D3D20<BR>>you?<BR><A=3D3D20<BR>>href=3D3D3D "<A=3D20
>>>> =3D
=
>>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com=
/refer=3D
=
>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</=
A=3D
>>>>>=3D3D<BR>>.html</A>=3D20
>>>> =3D

```
>>>></FONT></DIV></BODY></HTML><BR>><BR>><BR></=3D
>>>>BLOCKQUOTE></BODY></HTML>
>>>>
>>>>
>>>
>>
>
```

------=_NextPart_000_0065_01C81FD2.00AB03E0
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><FONT face=3DArial size=3D2>Rod,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>If SPDIF is always a clean bounce then =
I suspect=20
hardware for sure.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I'd say ribbon connectors between the =
cards or=20
points on the EDS card.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Maybe a bad EDS card.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV> </DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<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:OIU@OIU.com">OIU@OIU.com</A>&gt; =
wrote in=20
  message <A=20
  =
href=3D"news:472f5dde$1@linux">news:472f5dde$1@linux</A>...</DIV><BR>You =
know,=20
  the only other thing I can think of is that it's an<BR>input overload =
problem=20
  with one of your UAD plugins. Consider<BR>trying this: Get a simple =
VST gain=20
  plugin like this one:<BR><BR><A=20
  =
```

href=3D"http://www.gvst.co.uk/dl070421/GGain-GJ.zip">http://www.gvst.co.u=
k/dl070421/GGain-GJ.zip</A><BR><BR>Insert=20
 it BEFORE every UAD plugin you're using, dropping the<BR>gain by let's =
say=20
 5db, then on the UAD plug's output, make up<BR>the 5db=20
 difference.<BR><BR>Neil<BR><BR><BR><BR>"Rod Lincoln" &lt;<A=20
 =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
 wrote:<BR>&gt;<BR>&gt;Yeah, I did that when this initially started, a =
couple=20
 weeks ago.<BR>&gt;Rod<BR>&gt;"Neil" &lt;<A=20
 href=3D"mailto:OIU@IOU.com">OIU@IOU.com</A>&gt;=20
 wrote:<BR>&gt;&gt;<BR>&gt;&gt;And you've already done the usual stuff =
like=20
 removing your EDS<BR>&gt;&gt;cards, cleaning off the contacts &amp; =
re-seating=20
 them,=20
 =
etc?<BR>&gt;&gt;<BR>&gt;&gt;Neil<BR>&gt;&gt; <BR>&gt;&gt;<BR>&gt;&gt;<BR>&=
gt;&gt;"Rod=20
 Lincoln" &lt;<A=20
 =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
 wrote:<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;Tom, I've already done that. =
It's not=20
 that. It's definiatly something<BR>that<BR>&gt;&gt;&gt;only shows up =
on the=20
 bounced to disk file. Also it's totally random=20
 and<BR>&gt;&gt;not<BR>&gt;&gt;&gt;at all related to any single audio =
event.=20
 <BR>&gt;&gt;&gt;Rod<BR>&gt;&gt;&gt; "Tom Bruhl" &lt;<A=20
 href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>&gt;=20
 wrote:<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt; <BR>&gt;&gt;&gt;&gt;Okay =

 Rod,<BR>&gt;&gt;&gt;&gt;How about one track with the UAD=20
 plugs<BR>&gt;&gt;&gt;&gt;that has a few rough spots that are=20
 amplified<BR>&gt;&gt;&gt;&gt;by the plugin=20
 set?<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;Mute one track at a time =
to find=20
 it.  PITA for=20
 =
sure.<BR>&gt;&gt;&gt;&gt;???<BR>&gt;&gt;&gt;&gt;Tom <BR>&gt;&gt;&gt;&gt;&n=
bsp;=20
 "Rod Lincoln" &lt;<A=20
 =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=

t;=20
  wrote in message=20
  =
=3D<BR>&gt;&gt;&gt;&gt;news:472f2455$1@linux...<BR>&gt;&gt;&gt;&gt;<BR>&g=
t;&gt;&gt;&gt; =20
  I agree with you, except that when I play back an old project=20
  that<BR>=3D<BR>&gt;&gt;&gt;&gt;didn't<BR >&gt;&gt;&gt;&gt;  have =
the=20
  problem, it doesn't crackl, even with more tracks and=20
  the<BR>=3D<BR>&gt;&gt;&gt;&gt;same plugs<BR>&gt;&gt;&gt;&gt;  as =
the ppj's=20
  that crackle.=3D20<BR>&gt;&gt;&gt;&gt;  =
Rod<BR>&gt;&gt;&gt;&gt;  "Tom=20
  Bruhl" &lt;<A =
href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>&gt;=20
  wrote:<BR>&gt;&gt;&gt;&gt;  &gt;<BR>&gt;&gt;&gt;&gt; =20
  &gt;<BR>&gt;&gt;&gt;&gt;  &gt;Hey Rod,<BR>&gt;&gt;&gt;&gt;  =
&gt;Do=20
  the crackles repeat themselves in exactly the same=20
  places<BR>&gt;&gt;&gt;&gt;  &gt;on play back?  If not, I'd =
look at=20
  hardware.  Do they show up<BR>&gt;&gt;&gt;&gt;  &gt;in the =
waveform=20
  or are they to low in level? =3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;<BR>&gt;&gt;&gt;&gt;  &gt;If you suspect hardware I'd think =
CPU, fan=20
  (make it cold!) or<BR>&gt;&gt;&gt;&gt;  &gt;power supply.  =
Not in=20
  that order.  Start with the cheapest fixes=20
  =3D<BR>&gt;&gt;&gt;&gt;first.<BR>&gt;&gt;&gt;&gt;  &gt;Maybe you =
were right=20
  way back with the bad UAD assumption?<BR>&gt;&gt;&gt;&gt; =20
  &gt;<BR>&gt;&gt;&gt;&gt;  &gt;Still kickin' Paris=20
  around,<BR>&gt;&gt;&gt;&gt;  &gt;Tom<BR>&gt;&gt;&gt;&gt; =20
  &gt;<BR>&gt;&gt;&gt;&gt;  &gt;  "Rod Lincoln" &lt;<A=20
  =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
  wrote in message =3D3D<BR>&gt;&gt;&gt;&gt; =20
  &gt;news:472e82a3$1@linux...<BR>&gt;&gt;&gt;&gt; =20
  &gt;<BR>&gt;&gt;&gt;&gt;  &gt;  Neil, thanks for your =
response. see=20
  my answers interleaved below<BR>&gt;&gt;&gt;&gt;  &gt; =20
  Rod<BR>&gt;&gt;&gt;&gt;  &gt;  "Neil" &lt;<A=20
  href=3D"mailto:OIU@I.com">OIU@I.com</A>&gt; =
wrote:<BR>&gt;&gt;&gt;&gt; =20
  &gt;  &gt;<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;This is =
weird... have=20

you tried any of the following:<BR>&gt;&gt;&gt;&gt;  &gt; =20
&gt;<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;1.) pan everything to =
center,=20
and then see if it still shows up<BR>&gt;&gt;&gt;&gt;  &gt;  =
&gt;on=20
the left channel? or is the crackling then =
centered?<BR>&gt;&gt;&gt;&gt; =20
&gt;<BR>&gt;&gt;&gt;&gt;  &gt;  Everything Panned Ctr still=20
Crackles<BR>&gt;&gt;&gt;&gt;  &gt;  =
&gt;<BR>&gt;&gt;&gt;&gt; =20
&gt;  &gt;2.) removing ALL plugins &amp; EFX, and bouncing =
dry/clean=20
like<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;that, with everything =
panned as=20
you normally would for this<BR>&gt;&gt;&gt;&gt;  &gt;  =
&gt;mix? This=20
includes anything inserted across the =
2-buss.<BR>&gt;&gt;&gt;&gt; =20
&gt;<BR>&gt;&gt;&gt;&gt;  &gt;  Bounce with No FX (Auxes, =
both=20
internal and external) still=20
=3D<BR>&gt;&gt;&gt;&gt;Crackles<BR>&gt;&gt;&gt;&gt; =20
&gt;<BR>&gt;&gt;&gt;&gt;  &gt;  Bounce with no plugs...this =
does=20
produce a crackle free=20
=
bounce.<BR>I<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&=
nbsp;=20
&gt;tried this<BR>&gt;&gt;&gt;&gt;  &gt;  the first time it =
happened=20
a couple weeks ago, and thought I=20
had<BR>&gt;it<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=20
=3D3D<BR>&gt;&gt;&gt;&gt;  &gt;narrowed<BR>&gt;&gt;&gt;&gt;  =

&gt;  down to the UAD plugs. I re-ghosted to a sys version that =
had=20
an<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt; =20
&gt;earlier<BR>&gt;&gt;&gt;&gt;  &gt;  UAD install (can't =
remember=20
the number, it had the Helios, but=20
=
not<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;the <BR>&gt;&gt;&gt;&gt; =20
=3D3D<BR>&gt;&gt;&gt;&gt;  &gt;Neve<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
88)and the crackles went away, so I thought it was a software=20
rev<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;that <BR>&gt;&gt;&gt;&gt; =20
=3D3D<BR>&gt;&gt;&gt;&gt;  &gt;Paris<BR>&gt;&gt;&gt;&gt;  =
&gt; =20

didn't like, but just to be sure I reloaded the new version of=20

=
the<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;UAD <BR>&gt;&gt;&gt;&gt; =20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;software<BR>&gt;&gt;&gt;&gt;  =

 &gt;  (the one with the Neve 88)  and it still didn't =
crackle. At=20
 that<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;point <BR>&gt;&gt;&gt;&gt; =20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;I<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
 thought it might be something else altogether and since I am=20

 =
in<BR>the<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;=
 =20
 &gt;middle<BR>&gt;&gt;&gt;&gt;  &gt;  of a mixing project =
that I'm=20
 using the Neve 88 plug on a lot=20

 =
(love<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&nbs=
p;=20
 &gt;what it<BR>&gt;&gt;&gt;&gt;  &gt;  does) I just went for =
it,=20
 listening closely to bounces. I=20

 =
actually<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;did <BR>&gt;&gt;&gt;&gt;&nb=
sp;=20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;2<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
 bounces of every mix and listened back to both at the same=20
 time,<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;out =
=3D3D<BR>&gt;&gt;&gt;&gt;  &gt;of=20
 phase<BR>&gt;&gt;&gt;&gt;  &gt;  with each other, to hear =
the=20
 difference, since the crackles =3D<BR>&gt;&gt;&gt;&gt;appeared=20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;to be<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
 random.) There were maybe 1 or 2 crackles per song on a couple=20
 =3D<BR>&gt;&gt;&gt;&gt;songs,<BR>&gt;&gt;&gt;&gt; =20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;and<BR>&gt;&gt;&gt;&gt;  =
&gt;  no=20
 crackles on the other 3 (that I've done so far). I'm=20

 =
wondering<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;now <BR>&gt;&gt;&gt;&gt; =
=20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;if<BR>&gt;&gt;&gt;&gt;  =
&gt;  it=20
 is a UAD rev problem that only shows up after some wear and=20

 =

tear<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;on <BR>&gt;&gt;&gt;&gt; =20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;the<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
 sys. I'm going to re-ghost and re-load =
the=3D3D20<BR>&gt;&gt;&gt;&gt; =20
 &gt;  UAD software (Neve 88 ver) tommorow and see what=20
 happens.<BR>&gt;&gt;&gt;&gt;  &gt;  Just to reiterate...when =
I did a=20
 spdif bounce, even with my=20
 =
system<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;as <BR>&gt;&gt;&gt;&gt; =
=20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;it<BR>&gt;&gt;&gt;&gt;  =
&gt;  is=20
 tonight, there are no crackles. That's wierd. Also the=20
 =
crackles<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&=
nbsp;=20
 &gt;never<BR>&gt;&gt;&gt;&gt;  &gt;  show till listening to =
the=20
 bounced file.<BR>&gt;&gt;&gt;&gt;  &gt; =20
 &gt;<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;3.) can you determine =
where the=20
 crackle rears it's ugly head?<BR>&gt;&gt;&gt;&gt;  &gt;  =
&gt;IOW, is=20
 it constant, more or less, or is it intermittent? =
If<BR>&gt;&gt;&gt;&gt; =20
 &gt;  &gt;it's intermittent, does it seem to coincide with any=20
 particular<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;instrument or =
track? For=20
 example, could it be a particular<BR>&gt;&gt;&gt;&gt;  &gt;  =

 &gt;plugin on the - let's say - cowbell track, which occurs=20
 though<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;most of the song, but =
not on=20
 the (confounded) bridge?<BR>&gt;&gt;&gt;&gt; =20
 &gt;<BR>&gt;&gt;&gt;&gt;  &gt;  totally random...not in =
anyway=20
 associated with a particular =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;instrument.=20
 Fairly<BR>&gt;&gt;&gt;&gt;  &gt;  study though, like a bowl =
of rice=20
 crispies.<BR>&gt;&gt;&gt;&gt;  &gt;  =
&gt;<BR>&gt;&gt;&gt;&gt; =20
 &gt;  &gt;4.) mute/disconnect the right channel when listening =
back=20
 to<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;the crackle-infested =
bounce to see=20

if there's any pattern=20
=3D<BR>&gt;&gt;&gt;&gt;that=3D3D20<BR>&gt;&gt;&gt;&gt;  =
&gt;  &gt;might=20
apply to (3) above?<BR>&gt;&gt;&gt;&gt;  =
&gt;<BR>&gt;&gt;&gt;&gt; =20
&gt;  none<BR>&gt;&gt;&gt;&gt;  &gt; =20
&gt;<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;5.) Is the crackle =
happening on=20
ALL systems? IOW, have you<BR>&gt;&gt;&gt;&gt;  &gt;  =
&gt;burned a=20
CD of the bounced tracks &amp; played it back on a=20
home<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;stereo, in your car, on=20
headphones, etc? Is it possible that<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
&gt;for some odd reason the crackle is due to something in=20
your<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;monitoring setup that =
isn't=20
showing up on regular playback, but<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
&gt;might be showing up on a rendered file?<BR>&gt;&gt;&gt;&gt; =20
&gt;  This first came to my attention after I burned a CD of test =

mixes<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;for <BR>&gt;&gt;&gt;&gt; =20
=3D3D<BR>&gt;&gt;&gt;&gt;  &gt;the<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
client and he called me after he got home and listened on his=20
=3D<BR>&gt;&gt;&gt;&gt;system =3D3D<BR>&gt;&gt;&gt;&gt; =20
&gt;(this<BR>&gt;&gt;&gt;&gt;  &gt;  was an audio CD)so I =
would say=20
it happens on all systems...but=20
I<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;  =
&gt;havn't=20
burnt<BR>&gt;&gt;&gt;&gt;  &gt;  another CD=20
yet.<BR>&gt;&gt;&gt;&gt;  &gt;  It does happen on my NS 10's =
as well=20
as my Mackie  824's. The=20
=
824's<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&nbs=
p;=20
&gt;are hooked<BR>&gt;&gt;&gt;&gt;  &gt;  up thru the spdif =
out of=20
the mec to a DAC-1 to a PVC passive=20
=
volume<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&nb=
sp;=20
&gt;control.<BR>&gt;&gt;&gt;&gt;  &gt;  The NS 10's are =
hooked up=20
thru 2 analogue outs from the Mec=20

=
into<BR>&gt;a<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;GFA <BR>&gt;&gt;&gt;&g=
t; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;power<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
  amp. Crackles exisist on the left channel on both sets of=20
  speakers.<BR>&gt;&gt;&gt;&gt;  &gt;  =
&gt;<BR>&gt;&gt;&gt;&gt; =20
  &gt;  &gt;6.) What happens when you open up an older project that =

  you<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;DIDN'T have this problem =
on...?=20
  If you do a bounce with that,<BR>&gt;&gt;&gt;&gt;  &gt;  =
&gt;does it=20
  sound as it did before, or does it now have =
the<BR>&gt;&gt;&gt;&gt; =20
  &gt;  &gt;crackles in it?<BR>&gt;&gt;&gt;&gt; =20
  &gt;<BR>&gt;&gt;&gt;&gt;  &gt;  Not nearly as bad...No study =
diet of=20
  rice crispies, but there were<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;a=20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;couple<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
  of crackles (random, I bounced twice and listend to both mixes=20
  out<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;of <BR>&gt;&gt;&gt;&gt;  =

  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;phase,<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
  set markers at the crackles, and verified by listening one at=20
  a<BR>=3D<BR>&gt;&gt;&gt;&gt;time)<BR>&gt;&gt;&gt;&gt; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;This<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
  also leads me to believe it's some sort of ppj corruption=20
  brought<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;on =
=3D3D<BR>&gt;&gt;&gt;&gt; =20
  &gt;by the<BR>&gt;&gt;&gt;&gt;  &gt;  UAD stuff, only it =
happens=20
  over time, but I haven't been able=20
  to<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;  =
&gt;verify=20
  this<BR>&gt;&gt;&gt;&gt;  &gt;  =
yet.<BR>&gt;&gt;&gt;&gt; =20
  &gt;  &gt;<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;7.) Have you =
tried=20
  physically swapping your left speaker with<BR>&gt;&gt;&gt;&gt; =20
  &gt;  &gt;your right speaker?<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
  swapping speakers make no difference, swapping the cables=20
  leading<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;to =

=3D3D<BR>&gt;&gt;&gt;&gt; =20
 &gt;the<BR>&gt;&gt;&gt;&gt;  &gt;  speakers makes it happen =
in the=20
 right speaker.<BR>&gt;&gt;&gt;&gt;  &gt; =20
 &gt;<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;Just trying to think of =
things=20
 to try &amp; narrow it down by<BR>&gt;&gt;&gt;&gt;  &gt; =20
 &gt;process of elimination.<BR>&gt;&gt;&gt;&gt; =20
 &gt;<BR>&gt;&gt;&gt;&gt;  &gt;  I appreciate your thought =
process.=20
 If this makes a light go=20
 =
off<BR>for<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt=
; =20
 &gt;you,<BR>&gt;&gt;&gt;&gt;  &gt;  please let me=20
 know.<BR>&gt;&gt;&gt;&gt;  &gt;  =
&gt;<BR>&gt;&gt;&gt;&gt; =20
 &gt;  &gt;Can you e-mail me an mp3 file of any song or songs that =

 it's<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;doing this on? If so, =
send it=20
 to:   neil  DOT henderson AT<BR>&gt;&gt;&gt;&gt; =20
 &gt;  &gt;sbcglobal DOT net   I'd be curious as to what =
it=20
 sounds like.<BR>&gt;&gt;&gt;&gt;  &gt;<BR>&gt;&gt;&gt;&gt; =20
 &gt;  will Do<BR>&gt;&gt;&gt;&gt;  &gt; =20
 &gt;<BR>&gt;&gt;&gt;&gt;  &gt;  =
&gt;Neil<BR>&gt;&gt;&gt;&gt; =20
 &gt;  &gt;<BR>&gt;&gt;&gt;&gt;  &gt; =20
 &gt;<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;"Rod Lincoln" &lt;<A=20
 =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
 wrote:<BR>&gt;&gt;&gt;&gt;  &gt;  =
&gt;&gt;<BR>&gt;&gt;&gt;&gt; =20
 &gt;  &gt;&gt;OK..I got everything hooked backk up and sure =
enough, the=20
 =
crackle<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;is <BR>&gt;&gt;&gt;&gt;&nbsp=
;=20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;back<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
 &gt;&gt;on bounce to disk...in the left channel only, same as=20
 =
always.<BR>I<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&=
nbsp;=20
 &gt;tried panning<BR>&gt;&gt;&gt;&gt;  &gt;  =
&gt;&gt;everything=20

oppisite, crackle, tried lowering levels, =
crackle.<BR>&gt;&gt;&gt;&gt; =20
&gt;  &gt;&gt;When I took all the tracks off the submixes except =
for the=20
  =
drums<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;on <BR>&gt;&gt;&gt;&gt;  =

  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;submix<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
  &gt;&gt;1, there were NO crackles. There were also NO crackles when=20
  =3D<BR>&gt;&gt;&gt;&gt;bouncing<BR>&gt;&gt;&gt;&gt; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;audio<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
  &gt;&gt;from any submix by itself.=3D3D20<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
  &gt;&gt;This is a 24 bit mix with 24 bit tracks, so I tried (advice=20
  =
from<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&nbsp=
;=20
  &gt;Aaron)<BR>&gt;&gt;&gt;&gt;  &gt; =20
  &gt;rendering<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;some of the =
tracks=20
  to 16 bit. I rendered all the drums (15 =3D<BR>&gt;&gt;&gt;&gt;tracks) =

  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;and<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
  5<BR>&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;other tracks to 16 bit, =
leaving=20
  10 tracks at 24=20
  =
bit...Crackles<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;came <BR>&gt;&gt;&gt;&gt;&nbs=
p;=20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;back<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
  &gt;&gt;when bouncing the entire mix. That's where I'm at. I can=20
  always<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;do =
=3D3D<BR>&gt;&gt;&gt;&gt; =20
  &gt;the<BR>&gt;&gt;&gt;&gt;  &gt;  =
spdif<BR>&gt;&gt;&gt;&gt; =20
  &gt;  &gt;&gt;bounce method...it's a real hassle because of the =
way my=20
  =3D<BR>&gt;&gt;&gt;&gt;moitoring =3D3D<BR>&gt;&gt;&gt;&gt; =20
  &gt;and<BR>&gt;&gt;&gt;&gt;  &gt;  =
work<BR>&gt;&gt;&gt;&gt; =20
  &gt;  &gt;&gt;flow is, but it's doable, and seems to work, but =
I'd like=20
  to =
get<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt; =

=20
&gt;this thing&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;figured=20
out.=3D3D20&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;I've had it =
for today.=20
Going to crash.&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt; =20
&gt;&gt;Rod&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;"Rod Lincoln" =
&lt;&lt;A=20
=
href=3D"mailto:rlincoln@nospamn.kc.rr.com"&gt;rlincoln@nospamn.kc.rr.com&lt;/A&gt;=
&gt;=20
wrote:&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt; =20
&gt;&gt;&gt;&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;&gt;Well, I =
THOUGHT=20
I had my "bounce to disk" crackles whipped,=20
=
but&lt;BR&gt;&gt;&gt;&gt;=3D&lt;BR&gt;&gt;&gt;&gt;&gt;=3D3D &lt;BR&gt;&gt;&gt;&gt; =
&gt;they=20
came&lt;BR&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;&gt;back. This time =
I=20
re-patched and did a spdif bounce and=20
that&lt;BR&gt;=3D&lt;BR&gt;&gt;&gt;&gt;&gt;seemed&lt;BR &gt;&gt;&gt;&gt;&gt; =20
=3D3D&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;to&lt;BR&gt;&gt;&gt;&gt;&gt;  =
&gt; =20
&gt;cure&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;&gt;it. I havn't =
tried=20
it yet with bounce to disk to verify=20
=
that&lt;BR&gt;the&lt;BR&gt;&gt;&gt;&gt;=3D&lt;BR&gt;&gt;&gt;&gt;&gt;=3D3D &lt;BR&gt;&gt;&gt;&gt;&g=
t; =20
&gt;crackling&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;&gt;comes =
back, but=20
I bet it will. I wonder what could be=20
causing&lt;BR&gt;=3D&lt;BR&gt;&gt;&gt;&gt;this? &lt;BR&gt;&gt;&gt;&gt;&gt; =20
=3D3D&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;The&lt;BR&gt;&gt;&gt;&gt;&gt;  =
&gt; =20
&gt;&gt;last&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;&gt;time I =
did a=20
fresh install of my system (via ghost) and it =
=3D&lt;BR&gt;&gt;&gt;&gt;seemed=20
=3D3D&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;to get&lt;BR&gt;&gt;&gt;&gt;&gt;  =
&gt; =20
&gt;&gt;&gt;rid of it, for a while. I'm going to try a bounce to disk=20
and&lt;BR&gt;&gt;=3D&lt;BR&gt;&gt;&gt;&gt;see =3D3D&lt;BR&gt;&gt;&gt;&gt;&gt;  =
&gt;if=20
the&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;&gt;crackles=20
return.&lt;BR&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;&gt;The way my =
system is=20
set up, because of space limitations,=20

and&lt;BR&gt;&gt;&gt;=3D&lt;BR&gt;&gt;&gt;&gt;&gt;the &lt;BR&gt;&gt;&gt;&gt;&gt; =20
=3D3D&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;fact&lt;BR&gt;&gt;&gt;&gt;&gt;  =
&gt; =20
&gt;&gt;that&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;&gt;I have =
to have=20
my drums basically in the mix position =
(facing&lt;BR&gt;&gt;=3D&lt;BR&gt;&gt;&gt;&gt;the=20
=3D3D&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;other&lt;BR&gt;&gt;&gt;&gt;&gt;  =
&gt; =20
&gt;&gt;way)&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;&gt;makes it =
A=20
FREAKIN PITA to crawl behind the gear and unplug=20
=
the&lt;BR&gt;&gt;&gt;&gt;=3D&lt;BR&gt;&gt;&gt;&gt;&gt;=3D3D &lt;BR&gt;&gt;&gt;&gt;&gt; =
=20
&gt;spdif&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;  =
cable&lt;BR&gt;&gt;&gt;&gt;&gt; =20
&gt;  &gt;&gt;&gt;going to the DAC-1 and re-patch a cable loop. I =

accidently =3D3D&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;unplugged=20
something&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;  &gt;&gt;&gt;while doing =
it, and=20
had to rip abouat half the system out =
to&lt;BR&gt;=3D&lt;BR&gt;&gt;&gt;&gt;&gt;find=20
=3D3D&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;it.&lt;BR&gt;&gt;&gt;&gt;&gt;  =
&gt; =20
ERRRRRRRRRRRRRRR!&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt; =20
&gt;&gt;&gt;Rod&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt; =20
&gt;&gt;&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;  =
&gt;&lt;BR&gt;&gt;&gt;&gt;&gt; =20
&gt;&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;&lt;BR&gt;&gt;&gt;&gt;&gt; =20
&gt;&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;I choose Polesoft Lockspam to fight =
spam,=20
and you?&lt;BR&gt;&gt;&gt;&gt;&gt; =20
&gt;http://www.polesoft.com/refer.html  =
=3D20&lt;BR&gt;&gt;&gt;&gt;&gt; =20
&gt;&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;&lt;!DOCTYPE HTML PUBLIC =
"-//W3C//DTD HTML=20
4.0 Transitional//EN"&gt;&lt;BR&gt;&gt;&gt;&gt;&gt; =20
&gt;&lt;HTML&gt;&lt;HEAD&gt;&lt;BR&gt;&gt;&gt;&gt;&gt;  &gt;&lt;META=20
http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=20
=3D3D&lt;BR&gt;&gt;&gt;&gt;&gt; =20
&gt;charset=3D3D3Diso-8859-1"&gt;&lt;BR&gt;&gt;&gt;&gt;&gt;  =
&gt;&lt;META=20
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name=3D3D3DGENERATOR&gt;&lt;BR&gt;&gt;&gt;&gt;&gt; =20
&gt;&lt;STYLE&gt;&lt;/STYLE&gt;&lt;BR&gt;&gt;&gt;&gt;&gt; =20
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&gt;&lt;DIV&gt;&lt;FONT=20
 face=3D3D3DArial size=3D3D3D2&gt;Hey=20
 Rod,&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&gt;&gt; =20
 &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;Do the =
crackles repeat=20
 =3D<BR>&gt;&gt;&gt;&gt;themselves in =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;exactly=20
 the=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;same=20
 places&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&gt;&gt; =20
 &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;on play back? =
If not, I'd=20
 look<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;at =
=3D3D<BR>&gt;&gt;&gt;&gt; =20
 &gt;<BR>&gt;&gt;&gt;&gt;  &gt;hardware. Do they show=20
 up&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&gt;&gt;  =
&gt;&lt;DIV&gt;&lt;FONT=20
 face=3D3D3DArial size=3D3D3D2&gt;in the waveform or are they=20
 to<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;low in =
=3D3D<BR>&gt;&gt;&gt;&gt; =20
 &gt;level? =3D3D20<BR>&gt;&gt;&gt;&gt; =20
 &gt;&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&gt;&gt; =20
 &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt; =

 &lt;/DIV&gt;<BR>&gt;&gt;&gt;&gt;  &gt;&lt;DIV&gt;&lt;FONT =
face=3D3D3DArial=20
 size=3D3D3D2&gt;If you suspect hardware I'd =
=3D<BR>&gt;&gt;&gt;&gt;think=20
 CPU,<BR>&gt;&gt;&gt;&gt;  =3D3D<BR>&gt;&gt;&gt;&gt; =20
 &gt;&lt;/FONT&gt;&lt;FONT=3D3D20<BR>&gt;&gt;&gt;&gt;  =
&gt;face=3D3D3DArial=20
 size=3D3D3D2&gt;fan (make it cold!)=20
 or&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&gt;&gt;  =
&gt;&lt;DIV&gt;&lt;FONT=20
 face=3D3D3DArial size=3D3D3D2&gt;power supply. Not in that=20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;order. =
Start=3D3D20<BR>&gt;&gt;&gt;&gt; =20
 &gt;with &lt;/FONT&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;the =
cheapest fixes=20
 =3D3D<BR>&gt;&gt;&gt;&gt; =20
 &gt;first.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&gt;&gt; =20
 &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;Maybe you =
were right way=20
 back<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;with the<BR>&gt;&gt;&gt;&gt; =20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;bad =
UAD=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;assumption?&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&gt;&gt;&gt; =20
 &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt; =

&lt;/DIV&gt;<BR>&gt;&gt;&gt;&gt;  &gt;&lt;DIV&gt;&lt;FONT =
face=3D3D3DArial=20
 size=3D3D3D2&gt;Still kickin' Paris =3D3D<BR>&gt;&gt;&gt;&gt; =20
 &gt;around,&lt;/FONT&gt;&lt;/DIV&gt;<BR >&gt;&gt;&gt;&gt; =20
 &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial=20
 size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV&amp ;gt; <BR>&gt;&gt;&gt;&gt;  =

 &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt; =

 &lt;/DIV&gt;<BR>&gt;&gt;&gt;&gt; =20
 &gt;&lt;BLOCKQUOTE=3D3D20<BR>&gt;&gt;&gt;&gt; =20
 &gt;style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:=20
 5px;<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;  =

 &gt;BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT:=20
 0px"&gt;<BR>&gt;&gt;&gt;&gt;  &gt;  &lt;DIV&gt;"Rod Lincoln" =

 &lt;&lt;A=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt; =20
 =3D3D<BR>&gt;&gt;&gt;&gt;  =
=3D<BR>&gt;&gt;&gt;&gt;&gt;href=3D3D3D "<A=20
 =
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A'>m=
ailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/A</A>=3D=
<BR>&gt;&gt;&gt;&gt;&gt;&amp;g=3D3D <BR>&gt;&gt;&gt;&gt; =20
 &gt;t;=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  wrote in message=20
 &lt;A=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  =
=3D3D<BR>&gt;&gt;&gt;&gt; =20
 =3D<BR>&gt;&gt;&gt;&gt;&gt;href=3D3D3D "<A=20
 =
href=3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>N'>n=
ews:472e82a3$1@linux"&gt;news:472e82a3$1@linux&lt;/A&gt;...&lt;/DIV&gt;&l=
t;BR&gt;N</A>=3D<BR>&gt;&gt;&gt;&gt;eil=3D3D <BR>&gt;&gt;&gt;&gt; =20
 &gt;,=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  thanks for your =
response. see=20
 my answers interleaved =3D3D<BR>&gt;&gt;&gt;&gt; =20
 =
&gt;below&lt;BR&gt;Rod&lt;BR&gt;"Neil"=3D3D20 <BR>&gt;&gt;&gt;&gt; =20
 &gt;  &lt;&lt;A href=3D3D3D"<A=20
 =
href=3D'mailto:OIU@I.com">OIU@I.com</A'>mailto:OIU@I.com"&gt;OIU@I.com&lt=
;/A</A>&gt;&gt;=20
 =3D3D<BR>&gt;&gt;&gt;&gt;  =
 &gt;wrote:&lt;BR&gt;&gt;&lt;BR&gt;&a mp;gt;This=20
 is=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  weird... have you tried =
any of=20
 the  following:&lt;BR&gt;&gt;&lt;BR&gt;&g t;1.)=20
 pan=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  everything to center, =

and then=20
  see if it still shows up&lt;BR&gt;&gt;on=20
  =
the<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt; =
=20
  &gt;left=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  channel? or is =
the=20
  crackling then centered?&lt;BR&gt;&lt;BR&gt;Everything=20
  =3D<BR>&gt;&gt;&gt;&gt;Panned =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;Ctr=20
  still=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt; =20
  Crackles&lt;BR&gt;&gt;&lt;BR&gt;&gt; 2.) removing ALL plugins &amp; =
EFX, and=20
  =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;bouncing=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  dry/clean like&lt;BR&gt;&gt;that, with everything panned as =
you=20
  normally<BR>=3D3D<BR>&gt;&gt;&gt;&gt;  &gt;would=20
  for=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  this&lt;BR&gt;&gt;mix? =
This=20
  includes anything inserted across the=3D3D20<BR>&gt;&gt;&gt;&gt;  =

  &gt;  2-buss.&lt;BR&gt;&lt;BR&gt;Bounce with No FX (Auxes, both =
internal=20
  and =3D<BR>&gt;&gt;&gt;&gt;external) =3D3D<BR>&gt;&gt;&gt;&gt; =20
  &gt;still=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt; =20
  Crackles&lt;BR&gt;&lt;BR&gt;Bounce with no plugs...this does produce a =

  =
crackle<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&n=
bsp;=20
  &gt;free=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  bounce. I tried=20
  this&lt;BR&gt;the first time it happened a couple=20
  weeks<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;ago, <BR>&gt;&gt;&gt;&gt;  =

  =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;and=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  thought I had it narrowed&lt;BR&gt;down to the UAD plugs. I =

  =
re-ghosted<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;  =
&gt;to=20
  a=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  sys version that had an=20
  earlier&lt;BR&gt;UAD install (can't remember=20
  =
the<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt; =
=20
  &gt;number, it=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  had the =
Helios, but=20

not the Neve&lt;BR&gt;88)and the crackles went=20
=
away,<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;so <BR>&gt;&gt;&gt;&gt;  =

=3D3D<BR>&gt;&gt;&gt;&gt;  &gt;I=3D3D20<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
  thought it was a software rev that Paris&lt;BR&gt;didn't like, but=20
  just<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;to =
=3D3D<BR>&gt;&gt;&gt;&gt;  &gt;be=20
  sure I=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  reloaded the new =
version of=20
  the UAD software&lt;BR&gt;(the one with=20
  the<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;Neve <BR>&gt;&gt;&gt;&gt; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;<BR>&gt;&gt;&gt;&gt;  =
&gt;  88)=20
  and it still didn't crackle. At that point I&lt;BR&gt;thought it=20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;might =
be=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  something else altogether and since I am in the =
middle&lt;BR&gt;of=20
  a =3D<BR>&gt;&gt;&gt;&gt;mixing<BR>&gt;&gt;&gt;&gt; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;project=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  that I'm using the Neve 88 plug on a lot (love what=20
  =
it&lt;BR&gt;does)<BR>I<BR>&gt;&gt;=3D<BR >&gt;&gt;&gt;&gt;just<BR>&gt;&gt;=
&gt;&gt; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;went=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  for it, listening closely to bounces. I actually did=20
  2&lt;BR&gt;bounces<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;of=20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;every =
mix=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  and listened back to both at the same time, out of=20
  =
phase&lt;BR&gt;with<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;each <BR>&gt;&gt;&gt;&gt=
; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;other,=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  to hear the difference, since the crackles appeared to=20
  =3D<BR> &gt;&gt;&gt;&gt;be&lt;BR&gt;random.) <BR>&gt;&gt;&gt;&gt; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;There=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  were maybe 1 or 2 crackles per song on a couple songs,=20
  =
and&lt;BR&gt;no<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&n=
bsp;=20
  &gt;crackles on=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  the other =

3 (that=20
  I've done so far). I'm wondering now=20
  if&lt;BR&gt;it<BR>is<BR>&gt;&gt;&gt;=3D <BR>&gt;&gt;&gt;&gt;a=20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;UAD =
rev=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  problem that only shows up after some wear and tear on=20
  =
the&lt;BR&gt;sys.<BR>&gt;&gt;&gt;=3D<BR >&gt;&gt;&gt;&gt;I'm<BR>&gt;&gt;&g=
t;&gt; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;going=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  to re-ghost and re-load the &lt;BR&gt;UAD software (Neve 88 =
ver)=20
  =3D<BR>&gt;&gt;&gt;&gt;tommorrow =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;and=20
  see=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  what =
happens.&lt;BR&gt;Just to=20
  reiterate...when I did a spdif bounce,<BR>=3D<BR>&gt;&gt;&gt;&gt;even=20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;with =
my=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  system as it&lt;BR&gt;is tonight, there are no crackles. =
That's=20
  wierd.<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;Also <BR>&gt;&gt;&gt;&gt; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;the=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  crackles never&lt;BR&gt;show till listening to the bounced=20
  =3D3D<BR>&gt;&gt;&gt;&gt; =20
  =
&gt;file.&lt;BR&gt;&gt;&lt;BR&gt;&am p;gt;3.)=3D3D20 <BR>&gt;&gt;&gt;&gt; =
=20
  &gt;  can you determine where the crackle rears it's ugly=20
  =
head?&lt;BR&gt;&gt;IOW,<BR>&gt;&gt;&gt;=3D <BR>&gt;&gt;&gt;&gt;=3D3D<BR>&g=
t;&gt;&gt;&gt; =20
  &gt;is it=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  constant, more =
or less, or=20
  is it intermittent? If&lt;BR&gt;&gt;it's =
=3D3D<BR>&gt;&gt;&gt;&gt; =20
  &gt;intermittent,=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  does it =
seem to=20
  coincide with any particular&lt;BR&gt;&gt;instrument or=20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;track? =
For=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  example, could it be a particular&lt;BR&gt;&gt;plugin on =
the -=20
  let's =
say<BR>-<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&nbsp=
;=20

---

&gt;cowbell=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  track, which = occurs=20
though&lt;BR&gt;&gt;most of the song, but not on=20
=3D<BR>&gt;&gt;&gt;&gt;the=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  =

(confounded) bridge?&lt;BR&gt;&lt;BR&gt;totally random...not in anyway =

=3D<BR>&gt;&gt;&gt;&gt;associated<BR>&gt;&gt;&gt;&gt; =20
=3D3D<BR>&gt;&gt;&gt;&gt;  &gt;with =
a=3D3D20<BR>&gt;&gt;&gt;&gt; =20
&gt;  particular instrument. Fairly&lt;BR&gt;study though, like a = bowl of=20
=3D<BR>&gt;&gt;&gt;&gt;rice=3D3D20<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
crispies.&lt;BR&gt;&gt;&lt;BR&gt;&gt ;4.) mute/disconnect the right = channel=20
when =3D3D<BR>&gt;&gt;&gt;&gt; =20
&gt;listening=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  back=20
to&lt;BR&gt;&gt;the crackle-infested bounce to see if there's any=20
=3D3D<BR>&gt;&gt;&gt;&gt;  &gt;pattern =
that=3D3D20<BR>&gt;&gt;&gt;&gt; =20
&gt;  &lt;BR&gt;&gt;might apply to (3)=20
above?&lt;BR&gt;&lt;BR&gt;none&lt;BR&amp ;gt;&gt;&lt;BR&gt;&gt;5.) Is=20
=3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;the=3D3D20<BR>&gt;&gt;&gt;&gt; =20
&gt;  crackle happening on ALL systems? IOW, have = you&lt;BR&gt;&gt;burned=20
a =
CD<BR>of<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&= nbsp;=20
&gt;the=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  bounced tracks = &amp; played=20
it back on a home&lt;BR&gt;&gt;stereo, in your =
=3D3D<BR>&gt;&gt;&gt;&gt; =20
&gt;car, on=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  headphones, = etc? Is it=20
possible that&lt;BR&gt;&gt;for some odd reason=20
the<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;  = &gt;crackle=20
is=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  due to something in=20
your&lt;BR&gt;&gt;monitoring setup that isn't=20
=
showing<BR>&gt;up<BR>&gt;&gt;&gt;=3D<BR >&gt;&gt;&gt;&gt;=3D3D<BR>&gt;&gt;= &gt;&gt; =20
&gt;on=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  regular playback,=20
but&lt;BR&gt;&gt;might be showing up on a rendered=20
=3D3D<BR>&gt;&gt;&gt;&gt; =20
&gt;file?&lt;BR&gt;This=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  =

first came=20
  to my attention after I burned a CD of test mixes=20
  for<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt; =20
  &gt;the&lt;BR&gt;client=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  =
and he=20
  called me after he got home and listened on his system=20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;(this&lt;BR&gt;was=20
  an=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  audio CD)so I would say =
it=20
  happens on all systems...but I=20
  =3D<BR>&gt;&gt;&gt;&gt;havn't=3D3D20<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
  burnt&lt;BR&gt;another CD yet.&lt;BR&gt;It does happen on my NS 10's =
as=20
  =
well<BR>&gt;as<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;my <BR>&gt;&gt;&gt;&g=
t; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;<BR>&gt;&gt;&gt;&gt;  =
&gt;  Mackie=20
  824's. The 824's are hooked&lt;BR&gt;up thru the spdif out of=20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;the =
mec=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  to a DAC-1 to a PVC passive volume control.&lt;BR&gt;The NS =
10's=20
  are =3D<BR>&gt;&gt;&gt;&gt;hooked<BR>&gt;&gt;&gt;&gt; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;up =
thru=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  2 analogue outs from the Mec into a GFA power&lt;BR&gt;amp. =

  Crackles =3D<BR>&gt;&gt;&gt;&gt;exisist<BR>&gt;&gt;&gt;&gt; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;on =
the=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  left channel on both sets of=20
   speakers.&lt;BR&gt;&gt;&lt;BR&gt;&gt ;6.) What=20
  happens<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt; =20
  &gt;when=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  you open up an =
older=20
  project that you&lt;BR&gt;&gt;DIDN'T have this=20
  =
problem<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&n=
bsp;=20
  &gt;on...?=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  If you do a =
bounce with=20
  that,&lt;BR&gt;&gt;does it sound as it did=20
  =
before,<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt; =
 &gt;or=20
  does=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  it now have=20

the&lt;BR&gt;&gt;crackles in it?&lt;BR&gt;&lt;BR&gt;Not nearly as=20
  =
bad...No<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&nbsp=
;=20
  &gt;study=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  diet of rice =
crispies, but=20
  there were a couple&lt;BR&gt;of crackles=20
  =3D<BR>&gt;&gt;&gt;&gt;(random,<BR>&gt;&gt;&gt;&gt; =20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;I=3D3D20<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
  bounced twice and listend to both mixes out of phase,&lt;BR&gt;set=20
  =3D<BR>&gt;&gt;&gt;&gt;markers =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;at=20
  the=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  crackles, and verified =
by=20
  listening one at a time)=20
  =
This&lt;BR&gt;also<BR>=3D<BR>&gt;&gt;&gt;&gt;leads <BR>&gt;&gt;&gt;&gt;&nb=
sp;=20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;me =
to=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  believe it's some sort of ppj corruption brought on by=20
  =
the&lt;BR&gt;UAD<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&=
gt; =20
  &gt;stuff, only=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  it happens =
over=20
  time, but I haven't been able to =
verify=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;   this&lt;BR&gt;yet.&lt;BR&gt;&gt;&lt; BR&gt;&gt;7.) Have you =
tried=20
  physically swapping =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;your=20
  left=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  speaker =
with&lt;BR&gt;&gt;your=20
  right speaker?&lt;BR&gt;swapping speakers make=20
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difference,=20
  swapping the cables leading to the&lt;BR&gt;speakers=20
  =
makes<BR>&gt;it<BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&g=
t;&gt; =20
  &gt;happen in=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  the right=20
   speaker.&lt;BR&gt;&gt;&lt;BR&gt;&gt; Just trying to think of things to=20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;try =
&amp;=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  narrow it down by&lt;BR&gt;&gt;process of=20
  elimination.&lt;BR&gt;&lt;BR&gt;I=20
  =
appreciate<BR>&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;=3D3D <BR>&gt;&gt;&gt;&gt;&nb=

sp;=20
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If this=20
  makes a light go off for =
you,&lt;BR&gt;please<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt;let=20
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&gt;me=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt; =20
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song or=20
  =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;songs =
that=3D3D20<BR>&gt;&gt;&gt;&gt; =20
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&gt;DOT=3D3D20<BR>&gt;&gt;&gt;&gt; =20
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as to=20
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  &gt;  Lincoln" &lt;&lt;A=3D3D20<BR>&gt;&gt;&gt;&gt;  =
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  =
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ailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/A</A>=3D=
<BR>&gt;&gt;&gt;&gt;&gt;&amp;g=3D3D <BR>&gt;&gt;&gt;&gt; =20
  &gt;t;=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt; =20
   wrote:&lt;BR&gt;&gt;&gt;&lt;BR&gt;&a mp;gt;&gt;OK..I got everything hooked =
backk up=20
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&gt;sure=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  enough, the crackle is back&lt;BR&gt;&gt;&gt;on bounce to =
disk...in=20
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  &gt;channel=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  only, same as =
always. I=20
  tried panning&lt;BR&gt;&gt;&gt;everything=20
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lowering levels,=20
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the=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  submixes except for =
the drums on=20
 submix&lt;BR&gt;&gt;&gt;1, there were NO =
=3D3D<BR>&gt;&gt;&gt;&gt; =20
 &gt;crackles.=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  There were =
also NO=20
 crackles when bouncing audio&lt;BR&gt;&gt;&gt;from any=20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;submix =
by=3D3D20<BR>&gt;&gt;&gt;&gt; =20
 &gt;  itself. &lt;BR&gt;&gt;&gt;This is a 24 bit mix with 24 bit =
tracks,=20
 so I =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;tried=3D3D20<BR>&gt;&gt;&gt;&gt; =20
 &gt;  (advice from =
 Aaron)&lt;BR&gt;&gt;rendering&lt;BR&gt;& amp;gt;&gt;some of=20
 the tracks to =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;16=20
 bit.=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  I rendered all the =
drums (15=20
 tracks)  and&lt;BR&gt;5&lt;BR&gt;&gt;&gt;othe r=20
 tracks<BR>=3D3D<BR>&gt;&gt;&gt;&gt;  &gt;to=20
 16=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  bit, leaving 10 tracks =
at 24=20
 bit...Crackles came=20
 back&lt;BR&gt;&gt;&gt;when<BR>=3D3D<BR>&gt;&gt;&gt;&gt; =20
 &gt;bouncing=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  the entire =
mix. That's=20
 where I'm at. I can always do=3D3D20<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
 the&lt;BR&gt;spdif&lt;BR&gt;&gt;&gt; bounce method...it's a real hassle =
because=20
 of<BR>=3D3D<BR>&gt;&gt;&gt;&gt;  &gt;the =
way=3D3D20<BR>&gt;&gt;&gt;&gt; =20
 &gt;  my moitoring  and&lt;BR&gt;work&lt;BR&gt;&gt;&gt;f low is, =
but it's=20
 doable, and =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;seems=20
 to=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  work, but I'd like to =
get this=20
 thing&lt;BR&gt;&gt;&gt;figured out. =3D3D<BR>&gt;&gt;&gt;&gt; =20
 &gt;&lt;BR&gt;&gt;&gt;I've=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  =
had it=20
 for today. Going to  crash.&lt;BR&gt;&gt;&gt;Rod&lt;BR&gt ;&gt;&gt; "Rod=20
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&gt;Lincoln"=3D3D20<BR>&gt;&gt;&gt;&gt; =20
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href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com'>ma=

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 &gt;&gt;=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt; =20
  wrote:&lt;BR&gt;&gt;&gt;&gt;&lt;BR&a mp;gt;&gt;&gt;&gt;Well, I THOUGHT I =
had my=20
 "bounce =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;to=3D3D20<BR>&gt;&gt;&gt;&gt; =20
 &gt;  disk" crackles whipped, but they =
came&lt;BR&gt;&gt;&gt;&gt;back.=20
 This time I =3D3D<BR>&gt;&gt;&gt;&gt;  =
&gt;<BR>&gt;&gt;&gt;&gt; =20
 &gt;  re-patched and did a spdif bounce and that=20
 seemed=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt; =20
  to&lt;BR&gt;&gt;cure&lt;BR&gt;&gt;&a mp;gt;&gt;it. I havn't tried it yet =
with=20
 bounce to =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;disk=20
 to=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  verify that the=20
 crackling&lt;BR&gt;&gt;&gt;&gt;comes back, but I bet it=20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;will. =
I=3D3D20<BR>&gt;&gt;&gt;&gt; =20
 &gt;  wonder what could be causing this? =
=3D3D<BR>&gt;&gt;&gt;&gt; =20
  &gt;The&lt;BR&gt;&gt;&gt;last&lt;BR& amp;gt;&gt;&gt;&gt;time=20
 I=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  did a fresh install of =
my system=20
 (via ghost) and it seemed to=3D3D20<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
 get&lt;BR&gt;&gt;&gt;&gt;rid of it, for a while. I'm going to try a =
bounce=20
 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;to =
disk=3D3D20<BR>&gt;&gt;&gt;&gt; =20
 &gt;  and see if the&lt;BR&gt;&gt;&gt;&gt;crackles=20
 return.&lt;BR&gt;&gt;&gt;&gt;The way =3D3D<BR>&gt;&gt;&gt;&gt; =20
 &gt;my=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  system is set up, =
because of=20
 space limitations, and the=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  =

  fact&lt;BR&gt;&gt;&gt;that&lt;BR&gt; &gt;&gt;&gt;I have to have my =
drums=20
 basically =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;in=20
 the=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt;  mix position (facing =
the=20
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 =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;A=3D3D20<BR>&gt;&gt;&gt;&gt;  =
&gt; =20
 FREAKIN PITA to crawl behind the gear and unplug=20
 the=3D3D20<BR>&gt;&gt;&gt;&gt;  &gt; =20
  spdif&lt;BR&gt;cable&lt;BR&gt;&gt;&g t;&gt;going to the DAC-1 and =

re-patch a=20
  cable =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;loop. =
I=3D3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;  accidently unplugged something&lt;BR&gt;&gt;&gt;&gt;while =
doing it,=20
  and had =3D3D<BR>&gt;&gt;&gt;&gt;  &gt;to=20
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out to=20
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 &gt;it.&lt;BR&gt;ERRRRRRRRRRRRRRRR!&lt;BR&am p;gt;&gt;&gt;&gt;Rod&lt;BR&gt;&gt=
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bsp;=20
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Rod,&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&gt;&gt;&lt;DIV&gt; <BR>&gt;&gt;&=

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href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
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t;BR&gt;I</A><BR>&gt;&gt;&gt;=3D<BR>&gt;&gt;&gt;&gt;agree=3D20 <BR>&gt;&gt=
;&gt;&gt; =20
 with you, except that when I play back an old project that=20

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=3D<BR> &gt;&gt;&gt;&gt;didn't&lt;BR&gt;have =
the=3D20<BR>&gt;&gt;&gt;&gt; =20
  problem, it doesn't crackl, even with more tracks and the same=20
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the=3D20<BR>&gt;&gt;&gt;&gt;  ppj's=20
  that crackle. &lt;BR&gt;Rod&lt;BR&gt;"Tom Bruhl"=20
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t;&gt;&gt;&gt; =20
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Rod,&lt;BR&gt;&gt;Do the=20
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the same=20
  places&lt;BR&gt;&gt;on play back? If =3D<BR>&gt;&gt;&gt;&gt;not,=20
  I'd=3D20<BR>&gt;&gt;&gt;&gt;  look at hardware. Do they show=20
  up&lt;BR&gt;&gt;in the waveform or are =3D<BR>&gt;&gt;&gt;&gt;they=20
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it cold!)=20
  or&lt;BR&gt;&gt;power supply. Not in that order.=20
  =3D<BR>&gt;&gt;&gt;&gt;Start=3D20<BR>&gt;&gt;&gt;&gt;  with the =
cheapest=20
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   assumption?&lt;BR&gt;&gt;&lt;BR&gt;& gt;Still kickin'=20
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  Neil,=3D20<BR>&gt;&gt;&gt;&gt;  thanks for your response. see my =
answers=20
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  =3D<BR>&gt;&gt;&gt;&gt;tried=3D20<BR>&gt;&gt;&gt;&gt;  any of the =

  following:&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; &gt;1.) pan=20
  =3D<BR>&gt;&gt;&gt;&gt;everything=3D20<BR >&gt;&gt;&gt;&gt;  to =
center, and=20
  then see if it still shows up&lt;BR&gt;&gt; &gt;on the=20
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is the=20
  crackling then  centered?&lt;BR&gt;&gt;&lt;BR&gt;&gt ;=20
  =3D<BR>&gt;&gt;&gt;&gt;Everything=3D20<BR >&gt;&gt;&gt;&gt;  =
Panned Ctr still=20
  Crackles&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; &gt;2.)=20
  =3D<BR>&gt;&gt;&gt;&gt;removing=3D20<BR>&gt;&gt;&gt;&gt;  ALL =
plugins &amp;=20
  EFX, and bouncing dry/clean like&lt;BR&gt;&gt;=20
  =3D<BR>&gt;&gt;&gt;&gt;&gt;that,=3D20<BR >&gt;&gt;&gt;&gt;  with =
everything=20
  panned as you normally would for this&lt;BR&gt;&gt;=20
  =3D<BR>&gt;&gt;&gt;&gt;&gt;mix?=3D20<BR >&gt;&gt;&gt;&gt;  This =
includes=20
  anything inserted across the=20
  =3D<BR> &gt;&gt;&gt;&gt;2-buss.&lt;BR&gt;&am p;gt;&lt;BR&gt;&gt;=20
  =3D20<BR>&gt;&gt;&gt;&gt;  Bounce with No FX (Auxes, both =
internal and=20
  external) still=3D20<BR>&gt;&gt;&gt;&gt; =20
   Crackles&lt;BR&gt;&gt;&lt;BR&gt;&gt; Bounce with no plugs...this does=20
  =3D<BR>&gt;&gt;&gt;&gt;produce a=3D20<BR>&gt;&gt;&gt;&gt;  =
crackle free=20
  bounce. I =3D3D&lt;BR&gt;&gt;tried this&lt;BR&gt;&gt; the first=20
  =3D<BR>&gt;&gt;&gt;&gt;time it=3D20<BR>&gt;&gt;&gt;&gt;  happened =
a couple=20
  weeks ago, and thought I had it =3D20<BR>&gt;&gt;&gt;&gt; =20
   =3D3D&lt;BR&gt;&gt;narrowed&lt;BR&gt;&am p;gt; down to the UAD plugs. I =
re-ghosted=20
  =3D<BR>&gt;&gt;&gt;&gt;to a sys=3D20<BR>&gt;&gt;&gt;&gt;  version =
that had an=20
   =3D3D&lt;BR&gt;&gt;earlier&lt;BR&gt;&amp ;gt; UAD install =
=3D<BR>&gt;&gt;&gt;&gt;(can't=20
  remember=3D20<BR>&gt;&gt;&gt;&gt;  the number, it had the Helios, =
but not=20
   =
=3D<BR> &gt;&gt;&gt;&gt;the&lt;BR&gt;=3D3D&a mp;lt;BR&gt;&gt;Neve&lt;BR&gt;&gt;=
=20
  =3D20<BR>&gt;&gt;&gt;&gt;  88)and the crackles went away, so I =
thought it=20
  was a software rev=3D20<BR>&gt;&gt;&gt;&gt; =20

that&lt;BR&gt;=3D3D&lt;BR&gt;&gt;Paris&a mp;lt;BR&gt;&gt; didn't like, but =
just to be=20
  =3D<BR>&gt;&gt;&gt;&gt;sure I=3D20<BR>&gt;&gt;&gt;&gt;  reloaded =
the new=20
  version of the=20
  =
=3D<BR> &gt;&gt;&gt;&gt;UAD&lt;BR&gt;=3D3D&a mp;lt;BR&gt;&gt;software&lt;BR&gt;=
&gt;=20
  (the=3D20<BR>&gt;&gt;&gt;&gt;  one with the Neve 88) and it still =
didn't=20
  crackle. At that=3D20<BR>&gt;&gt;&gt;&gt; =20
   point&lt;BR&gt;=3D3D&lt;BR&gt;&gt;I& lt;BR&gt;&gt; thought it might be =
something=20
  else =3D<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;  altogether and =
since I am=20
  in the  =3D3D&lt;BR&gt;&gt;middle&lt;BR&gt;& gt; of a=20
  =3D<BR>&gt;&gt;&gt;&gt;mixing=3D20<BR>&gt;&gt;&gt;&gt;  project =
that I'm=20
  using the Neve 88 plug on a lot (love=20
  =
=3D3D&lt;BR&gt;&gt;what<BR>&gt;=3D<BR>&gt;&gt;&gt;&gt; <BR>&gt;&gt;&gt;&gt=
; =20
  it&lt;BR&gt;&gt; does) I just went for it, listening closely to=20
  =3D<BR>&gt;&gt;&gt;&gt;bounces. I=3D20<BR>&gt;&gt;&gt;&gt;  =
actually=20
   did&lt;BR&gt;=3D3D&lt;BR&gt;&gt;2&lt ;BR&gt;&gt; bounces of every mix =
and=20
  =3D<BR>&gt;&gt;&gt;&gt;listened=3D20<BR>&gt;&gt;&gt;&gt;  back to =
both at the=20
  same time, out =3D3D&lt;BR&gt;&gt;of phase&lt;BR&gt;&gt;=20
  =3D<BR>&gt;&gt;&gt;&gt;with each=3D20<BR>&gt;&gt;&gt;&gt;  other, =
to hear the=20
  difference, since the crackles appeared=20
  =
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;to=3D20 <BR>&gt;&gt;&gt;&gt;&nbs=
p;=20
  be&lt;BR&gt;&gt; random.) There were maybe 1 or 2 crackles per song on =

  =3D<BR>&gt;&gt;&gt;&gt;a=3D20<BR>&gt;&gt;&gt;&gt;  couple=20
   songs,&lt;BR&gt;=3D3D&lt;BR&gt;&gt;and&a mp;lt;BR&gt;&gt; no crackles on =
the other=20
  =3D<BR>&gt;&gt;&gt;&gt;3 (that=3D20<BR>&gt;&gt;&gt;&gt;  I've =
done so far).=20
  I'm wondering  now&lt;BR&gt;=3D3D&lt;BR&gt;&gt;if&l t;BR&gt;&gt; it=20
  =3D<BR>&gt;&gt;&gt;&gt;is a UAD=3D20<BR>&gt;&gt;&gt;&gt;  rev =
problem that=20
  only shows up after some wear and tear=3D20<BR>&gt;&gt;&gt;&gt; =20
   on&lt;BR&gt;=3D3D&lt;BR&gt;&gt;the&l t;BR&gt;&gt; sys. I'm going to =

re-ghost and=20
 =3D<BR>&gt;&gt;&gt;&gt;re-load=3D20<BR>&gt;&gt;&gt;&gt; =20
 the=3D3D20&lt;BR&gt;&gt; UAD software (Neve 88 ver) tommorow and see=20
 =3D<BR>&gt;&gt;&gt;&gt;what=3D20<BR>&gt;&gt;&gt;&gt;  =
happens.&lt;BR&gt;&gt;=20
 Just to reiterate...when I did a spdif bounce,=20
 =3D<BR>&gt;&gt;&gt;&gt;even=3D20<BR>&gt;&gt;&gt;&gt;  with my =
system=20
  as&lt;BR&gt;=3D3D&lt;BR&gt;&gt;it&lt ;BR&gt;&gt; is tonight, there are=20
 =3D<BR>&gt;&gt;&gt;&gt;no=3D20<BR>&gt;&gt;&gt;&gt;  crackles. =
That's wierd.=20
 Also the crackles =
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;never&lt;BR&gt;&gt;=20
 show=3D20<BR>&gt;&gt;&gt;&gt;  till listening to the bounced=20
 file.&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt;=20
 =3D<BR>&gt;&gt;&gt;&gt;&gt;3.)=3D20<BR >&gt;&gt;&gt;&gt;  can you =
determine=20
 where the crackle rears it's ugly =
=3D<BR> &gt;&gt;&gt;&gt;head?&lt;BR&gt;& gt;=20
 =3D20<BR>&gt;&gt;&gt;&gt;  &gt;IOW, is it constant, more or less, =
or is it=20
 intermittent? =3D<BR> &gt;&gt;&gt;&gt;If&lt;BR&gt;&gt; =20
 =3D20<BR>&gt;&gt;&gt;&gt;  &gt;it's intermittent, does it seem to =
coincide=20
 with any=3D20<BR>&gt;&gt;&gt;&gt;  particular&lt;BR&gt;&gt; =
&gt;instrument=20
 or track? For example, could =3D<BR>&gt;&gt;&gt;&gt;it be=20
 a=3D20<BR>&gt;&gt;&gt;&gt;  particular&lt;BR&gt;&gt; &gt;plugin =
on the -=20
 let's say - cowbell =3D<BR>&gt;&gt;&gt;&gt;track,=20
 which=3D20<BR>&gt;&gt;&gt;&gt;  occurs though&lt;BR&gt;&gt; =
&gt;most of the=20
 song, but not on the=20
 =3D<BR>&gt;&gt;&gt;&gt;(confounded)=3D20<BR >&gt;&gt;&gt;&gt; =20
 bridge?&lt;BR&gt;&gt;&lt;BR&gt;&gt; totally random...not in anyway=20
 =3D<BR>&gt;&gt;&gt;&gt;associated with =
a=3D20<BR>&gt;&gt;&gt;&gt;  particular=20
 =3D3D&lt;BR&gt;&gt;instrument. Fairly&lt;BR&gt;&gt; study though,=20
 =3D<BR>&gt;&gt;&gt;&gt;like a bowl=3D20<BR>&gt;&gt;&gt;&gt;  of =
rice=20
 crispies.&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; &gt;4.)=20
 =3D<BR>&gt;&gt;&gt;&gt;mute/disconnect =
the=3D20<BR>&gt;&gt;&gt;&gt;  right=20
 channel when listening back to&lt;BR&gt;&gt; &gt;the=20
 =3D<BR>&gt;&gt;&gt;&gt;crackle-infested=3D20 <BR>&gt;&gt;&gt;&gt;  =
bounce to=20
 see if there's any pattern that=3D3D20&lt;BR&gt;&gt; &gt;might=20
 =3D<BR>&gt;&gt;&gt;&gt;apply to=3D20<BR>&gt;&gt;&gt;&gt;  (3)=20

above?&lt;BR&gt;&gt;&lt;BR&gt;&gt; none&lt;BR&gt;&gt; =
&gt;&lt;BR&gt;&gt;=20
  =3D<BR>&gt;&gt;&gt;&gt;&gt;5.)=3D20<BR >&gt;&gt;&gt;&gt;  Is the =
crackle=20
  happening on ALL systems? IOW, have you&lt;BR&gt;&gt;=20
  =3D20<BR>&gt;&gt;&gt;&gt;  &gt;burned a CD of the bounced tracks =
&amp;=20
  played it back on a=3D20<BR>&gt;&gt;&gt;&gt;  home&lt;BR&gt;&gt;=20
  &gt;stereo, in your car, on headphones, etc? Is it=20
  =3D<BR>&gt;&gt;&gt;&gt;possible=3D20<BR>&gt;&gt;&gt;&gt;  =
that&lt;BR&gt;&gt;=20
  &gt;for some odd reason the crackle is due to =
=3D<BR>&gt;&gt;&gt;&gt;something=20
  in=3D20<BR>&gt;&gt;&gt;&gt;  your&lt;BR&gt;&gt; &gt;monitoring =
setup that=20
  isn't showing up on =
=3D<BR>&gt;&gt;&gt;&gt;regular=3D20<BR>&gt;&gt;&gt;&gt; =20
  playback, but&lt;BR&gt;&gt; &gt;might be showing up on a=20
  rendered=3D20<BR>&gt;&gt;&gt;&gt;  file?&lt;BR&gt;&gt; This first =
came to=20
  my attention after I burned a =3D<BR>&gt;&gt;&gt;&gt;CD=20
  of=3D20<BR>&gt;&gt;&gt;&gt;  test mixes=20
   for&lt;BR&gt;=3D3D&lt;BR&gt;&gt;the& lt;BR&gt;&gt; client and he called =
me=20
  =3D<BR>&gt;&gt;&gt;&gt;after he=3D20<BR>&gt;&gt;&gt;&gt;  got =
home and=20
  listened on his system  =3D3D&lt;BR&gt;&gt;(this&lt;BR&gt;&g t; was=20
  =3D<BR>&gt;&gt;&gt;&gt;an audio=3D20<BR>&gt;&gt;&gt;&gt;  CD)so I =
would say=20
  it happens on all systems...but I=20
  =3D3D&lt;BR&gt;&gt;havn't=3D20<BR>&gt;&gt;&gt;&gt;  =
burnt&lt;BR&gt;&gt;=20
  another CD yet.&lt;BR&gt;&gt; It does happen on my =
=3D<BR>&gt;&gt;&gt;&gt;NS=20
  10's=3D20<BR>&gt;&gt;&gt;&gt;  as well as my Mackie 824's. The =
824's=20
  =3D3D&lt;BR&gt;&gt;are =3D<BR> &gt;&gt;&gt;&gt;hooked&lt;BR&gt;&amp ;gt;=20
  =3D20<BR>&gt;&gt;&gt;&gt;  up thru the spdif out of the mec to a =
DAC-1 to a=20
  PVC passive volume=3D20<BR>&gt;&gt;&gt;&gt; =20
   =3D3D&lt;BR&gt;&gt;control.&lt;BR&gt;&am p;gt; The NS 10's are hooked up =
thru 2=20
  =3D<BR>&gt;&gt;&gt;&gt;analogue outs=3D20<BR>&gt;&gt;&gt;&gt;  =
from the Mec=20
  into a  GFA&lt;BR&gt;=3D3D&lt;BR&gt;&gt;power&am p;lt;BR&gt;&gt; amp.=20
  =3D<BR>&gt;&gt;&gt;&gt;Crackles exisist=3D20<BR>&gt;&gt;&gt;&gt;  =
on the left=20
  channel on both sets of speakers.&lt;BR&gt;&gt;=20

=3D<BR> &gt;&gt;&gt;&gt;&gt;&lt;BR&gt;&a mp;gt; =
=3D20<BR>&gt;&gt;&gt;&gt;  &gt;6.)=20
  What happens when you open up an older project that=20
  =3D<BR> &gt;&gt;&gt;&gt;you&lt;BR&gt;&gt ; =
=3D20<BR>&gt;&gt;&gt;&gt; =20
  &gt;DIDN'T have this problem on...? If you do a bounce=20
  with=3D20<BR>&gt;&gt;&gt;&gt;  that,&lt;BR&gt;&gt; &gt;does it =
sound as it=20
  did before, or does it now=20
  =3D<BR>&gt;&gt;&gt;&gt;have=3D20<BR>&gt;&gt;&gt;&gt;  =
the&lt;BR&gt;&gt;=20
  &gt;crackles in it?&lt;BR&gt;&gt;&lt;BR&gt;&gt; Not nearly=20
  =3D<BR>&gt;&gt;&gt;&gt;as=3D20<BR>&gt;&gt;&gt;&gt;  bad...No =
study diet of=20
  rice crispies, but there were a=3D20<BR>&gt;&gt;&gt;&gt; =20
   =3D3D&lt;BR&gt;&gt;couple&lt;BR&gt;& gt; of crackles (random, I bounced =
twice=20
  =3D<BR>&gt;&gt;&gt;&gt;and listend=3D20<BR>&gt;&gt;&gt;&gt;  to =
both mixes=20
  out  of&lt;BR&gt;=3D3D&lt;BR&gt;&gt;phase,&am p;lt;BR&gt;&gt; set markers at =

  =3D<BR>&gt;&gt;&gt;&gt;the=3D20<BR>&gt;&gt;&gt;&gt;  crackles, =
and verified=20
  by listening one at a=3D20<BR>&gt;&gt;&gt;&gt; =20
   time)&lt;BR&gt;=3D3D&lt;BR&gt;&gt;This&a mp;lt;BR&gt;&gt; also leads me to =
believe=20
  it's =3D<BR>&gt;&gt;&gt;&gt;some sort=3D20<BR>&gt;&gt;&gt;&gt;  =
of ppj=20
  corruption brought on =3D3D&lt;BR&gt;&gt;by the&lt;BR&gt;&gt; UAD=20
  =3D<BR>&gt;&gt;&gt;&gt;stuff, only it=3D20<BR>&gt;&gt;&gt;&gt;  =
happens over=20
  time, but I haven't been able to=20
  =3D3D&lt;BR&gt;&gt;verify=3D20<BR>&gt;&gt;&gt;&gt;  =
this&lt;BR&gt;&gt;=20
  yet.&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; &gt;7.) Have=20
  =3D<BR>&gt;&gt;&gt;&gt;you=3D20<BR>&gt;&gt;&gt;&gt;  tried =
physically=20
  swapping your left speaker with&lt;BR&gt;&gt; =
=3D<BR>&gt;&gt;&gt;&gt;&gt;your=20
  right=3D20<BR>&gt;&gt;&gt;&gt;  speaker?&lt;BR&gt;&gt; swapping =
speakers=20
  make no difference, swapping=20
  =3D<BR>&gt;&gt;&gt;&gt;the=3D20<BR>&gt;&gt;&gt;&gt;  cables =
leading to=20
   =3D3D&lt;BR&gt;&gt;the&lt;BR&gt;&gt; speakers makes it=20
  =3D<BR>&gt;&gt;&gt;&gt;happen in the=3D20<BR>&gt;&gt;&gt;&gt;  =
right=20
  speaker.&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; &gt;Just trying to=20

=3D&lt;BR&gt;&gt;&gt;&gt;&gt;think of=3D20&lt;BR&gt;&gt;&gt;&gt;  things =
to try &amp;=20
  narrow it down by&lt;BR&gt;&gt; &gt;process =
of=3D20&lt;BR&gt;&gt;&gt;&gt; =20
   elimination.&lt;BR&gt;&gt;&lt;BR&gt;&amp ;gt; I appreciate your thought =
process.=20
  =3D&lt;BR&gt;&gt;&gt;&gt;&gt;If this=3D20&lt;BR&gt;&gt;&gt;&gt;  makes a =
light go off=20
  for  =3D3D&lt;BR&gt;&gt;you,&lt;BR&gt;&gt ; please let=20
  me=3D20&lt;BR&gt;&gt;&gt;&gt;  know.&lt;BR&gt;&gt; =
&gt;&lt;BR&gt;&gt; &gt;Can=20
  you e-mail me an mp3 =3D&lt;BR&gt;&gt;&gt;&gt;file =
of=3D20&lt;BR&gt;&gt;&gt;&gt; =20
  any song or songs that it's&lt;BR&gt;&gt; &gt;doing this on? If so,=20
  =3D&lt;BR&gt;&gt;&gt;&gt;send it=3D20&lt;BR&gt;&gt;&gt;&gt;  to: neil =
DOT=20
  henderson AT&lt;BR&gt;&gt; =3D&lt;BR&gt;&gt;&gt;&gt;&gt;sbcglobal=20
  DOT=3D20&lt;BR&gt;&gt;&gt;&gt;  net I'd be curious as to what it=20
  sounds=3D20&lt;BR&gt;&gt;&gt;&gt;  =
like.&lt;BR&gt;&gt;&lt;BR&gt;&gt; will=20
  Do&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; =3D20&lt;BR&gt;&gt;&gt;&gt; =20
  &gt;Neil&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; &gt;&lt;BR&gt;&gt; &gt;"Rod=20
  =3D&lt;BR&gt;&gt;&gt;&gt;Lincoln"=3D20&lt;BR&gt;&gt;&gt;&gt; =20
  &lt;&lt;A=3D20&lt;BR&gt;&gt;&gt;&gt;  =
=3D&lt;BR&gt;&gt;&gt;&gt;href=3D3D"&lt;A=20
   =
href=3D'mailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/A&gt;&a=
mp;g'&gt;mailto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/=
A&gt;&amp;g&lt;/A&gt;=3D&lt;BR&gt;&gt;&gt;&gt;t,=3D20 &lt;BR&gt;&gt;&gt;&gt; =20
  wrote:&lt;BR&gt;&gt; &gt;&gt;&lt;BR&gt;&gt; &gt;&gt;OK..I got=20
  =3D&lt;BR&gt;&gt;&gt;&gt;everything=3D20&lt;BR &gt;&gt;&gt;&gt;  =
hooked backk up=20
  and sure enough, the crackle=20
   =
=3D&lt;BR&gt; &gt;&gt;&gt;&gt;is&lt;BR&gt;=3D3D&am p;lt;BR&gt;&gt;back&lt;BR&gt;&gt; =

  =3D20&lt;BR&gt;&gt;&gt;&gt;  &gt;&gt;on bounce to disk...in the =
left channel=20
  only, same as always. =
=3D&lt;BR&gt;&gt;&gt;&gt;I=3D20&lt;BR&gt;&gt;&gt;&gt; =20
  =3D3D&lt;BR&gt;&gt;tried panning&lt;BR&gt;&gt; &gt;&gt;everything =
oppisite,=20
  =3D&lt;BR&gt;&gt;&gt;&gt;crackle,=3D20&lt;BR&gt;&gt;&gt;&gt;  tried =
lowering=20
  levels, crackle.&lt;BR&gt;&gt; &gt;&gt;When I took all=20
  =3D&lt;BR&gt;&gt;&gt;&gt;the=3D20&lt;BR&gt;&gt;&gt;&gt;  tracks off =
the submixes=20
  except for the drums=3D20&lt;BR&gt;&gt;&gt;&gt; =20

on&lt;BR&gt;=3D3D&lt;BR&gt;&gt;submix&am p;lt;BR&gt;&gt; &gt;&gt;1, there =
were NO=20
  =3D<BR>&gt;&gt;&gt;&gt;crackles. There=3D20<BR>&gt;&gt;&gt;&gt;  =
were also NO=20
  crackles when  bouncing&lt;BR&gt;=3D3D&lt;BR&gt;&gt;aud io&lt;BR&gt;&gt; =

  =3D20<BR>&gt;&gt;&gt;&gt;  &gt;&gt;from any submix by=20
  itself.=3D3D20&lt;BR&gt;&gt; &gt;&gt;This is =3D<BR>&gt;&gt;&gt;&gt;a =
24=20
  bit=3D20<BR>&gt;&gt;&gt;&gt;  mix with 24 bit tracks, so I tried =
(advice=20
  from =3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;Aaron)&lt;BR&gt;&gt;=20
  =3D20<BR>&gt;&gt;&gt;&gt;  &gt;rendering&lt;BR&gt;&gt; =
&gt;&gt;some of the=20
  tracks to 16 bit. I =
=3D<BR>&gt;&gt;&gt;&gt;rendered=3D20<BR>&gt;&gt;&gt;&gt; =20
  all the drums (15 tracks)  =3D3D&lt;BR&gt;&gt;and&lt;BR&gt;&gt; =
5&lt;BR&gt;&gt;=20
  =3D<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;  &gt;&gt;other tracks =
to 16=20
  bit, leaving 10 tracks at 24 bit...Crackles=20
  =3D<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt; =20
  came&lt;BR&gt;=3D3D&lt;BR&gt;&gt;back&am p;lt;BR&gt;&gt; &gt;&gt;when =
bouncing the=20
  entire =3D<BR>&gt;&gt;&gt;&gt;mix.=3D20<BR>&gt;&gt;&gt;&gt;  =
That's where I'm=20
  at. I can always do  =3D3D&lt;BR&gt;&gt;the&lt;BR&gt;&gt; =20
  =3D20<BR>&gt;&gt;&gt;&gt;  spdif&lt;BR&gt;&gt; &gt;&gt;bounce =
method...it's=20
  a real hassle because =3D<BR>&gt;&gt;&gt;&gt;of =
the=3D20<BR>&gt;&gt;&gt;&gt; =20
  way my moitoring  =3D3D&lt;BR&gt;&gt;and&lt;BR&gt;&gt; =
work&lt;BR&gt;&gt;=20
  =3D<BR>&gt;&gt;&gt;&gt;&gt;&gt;flow=3D20 <BR>&gt;&gt;&gt;&gt;  is, =
but it's=20
  doable, and seems to work, but I'd like to get=20
  =
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;this=3D20 <BR>&gt;&gt;&gt;&gt;&n=
bsp;=20
  thing&lt;BR&gt;&gt; &gt;&gt;figured out.=3D3D20&lt;BR&gt;&gt;=20
  =3D<BR>&gt;&gt;&gt;&gt;&gt;&gt;I've had =
it=3D20<BR>&gt;&gt;&gt;&gt;  for=20
  today. Going to crash.&lt;BR&gt;&gt; &gt;&gt;Rod&lt;BR&gt;&gt;=20
  =3D20<BR>&gt;&gt;&gt;&gt;  &gt;&gt;"Rod Lincoln"=20
  &lt;&lt;A=3D20<BR>&gt;&gt;&gt;&gt;  =
=3D<BR>&gt;&gt;&gt;&gt;href=3D3D"<A=20
  =
href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=

>mailto:rlincoln@nospamn.kc.rr.com"&gt;rlincoln@nospamn.kc.rr.com&lt;/A&lt;/=
A&gt;&gt;=3D&lt;BR&gt;&gt;&gt;&gt;&gt;&gt;=3D20 &lt;BR&gt;&gt;&gt;&gt; =20
  wrote:&lt;BR&gt;&gt; &gt;&gt;&gt;&lt;BR&gt;&gt; &gt;&gt;&gt;Well, I=20
  =3D&lt;BR&gt;&gt;&gt;&gt;THOUGHT I=3D20&lt;BR&gt;&gt;&gt;&gt;  had my =
"bounce to=20
  disk" crackles whipped, but =3D3D&lt;BR&gt;&gt;they=20
  =3D&lt;BR&gt; &gt;&gt;&gt;&gt;came&lt;BR&gt;&g t; =
=3D20&lt;BR&gt;&gt;&gt;&gt; =20
  &gt;&gt;&gt;back. This time I re-patched and did a spdif bounce and=20
  =3D&lt;BR&gt;&gt;&gt;&gt;that=3D20&lt;BR&gt;&gt;&gt;&gt; =20
  seemed&lt;BR&gt;=3D3D&lt;BR&gt;&gt;to&am p;lt;BR&gt;&gt; =
&gt;cure&lt;BR&gt;&gt;=20
  =3D&lt;BR&gt;&gt;&gt;&gt;&gt;&gt;&gt;it. =
I=3D20&lt;BR&gt;&gt;&gt;&gt;  havn't=20
  tried it yet with bounce to disk to verify that=20
  the=3D20&lt;BR&gt;&gt;&gt;&gt;  =
=3D3D&lt;BR&gt;&gt;crackling&lt;BR&gt;&a mp;gt;=20
  &gt;&gt;&gt;comes back, but I bet =3D&lt;BR&gt;&gt;&gt;&gt;it will.=20
  I=3D20&lt;BR&gt;&gt;&gt;&gt;  wonder what could be causing=20
  this?&lt;BR&gt;=3D3D&lt;BR&gt;&gt;The&am p;lt;BR&gt;&gt;=20
  =3D20&lt;BR&gt;&gt;&gt;&gt;  &gt;&gt;last&lt;BR&gt;&gt; =
&gt;&gt;&gt;time I=20
  did a fresh install of =3D&lt;BR&gt;&gt;&gt;&gt;my=20
  system=3D20&lt;BR&gt;&gt;&gt;&gt;  (via ghost) and it seemed=20
  =3D3D&lt;BR&gt;&gt;to get&lt;BR&gt;&gt; =
=3D&lt;BR&gt;&gt;&gt;&gt;&gt;&gt;&gt;rid of=20
  it,=3D20&lt;BR&gt;&gt;&gt;&gt;  for a while. I'm going to try a =
bounce to=20
  disk and see =3D3D&lt;BR&gt;&gt;if=3D20&lt;BR&gt;&gt;&gt;&gt; =20
  the&lt;BR&gt;&gt; &gt;&gt;&gt;crackles return.&lt;BR&gt;&gt;=20
  =3D&lt;BR&gt; &gt;&gt;&gt;&gt;&gt;&gt;&gt;The= 3D20 &lt;BR&gt;&gt;&gt;&gt;  =
way my=20
  system is set up, because of space limitations,=20
  and=3D20&lt;BR&gt;&gt;&gt;&gt; =20
  the&lt;BR&gt;=3D3D&lt;BR&gt;&gt;fact&amp ;lt;BR&gt;&gt; =
&gt;&gt;that&lt;BR&gt;&gt;=20
  =3D&lt;BR&gt; &gt;&gt;&gt;&gt;&gt;&gt;&gt;I=3D 20 &lt;BR&gt;&gt;&gt;&gt;  =
have to have=20
  my drums basically in the mix position (facing=20
  the=3D20&lt;BR&gt;&gt;&gt;&gt;  =
=3D3D&lt;BR&gt;&gt;other&lt;BR&gt;&g t;=20
  &gt;&gt;way)&lt;BR&gt;&gt; =3D&lt;BR&gt; &gt;&gt;&gt;&gt;&gt;&gt;&gt;make s it =

  A=3D20&lt;BR&gt;&gt;&gt;&gt;  FREAKIN PITA to crawl behind the gear =
and=20
  unplug the=3D20&lt;BR&gt;&gt;&gt;&gt;  =
=3D3D&lt;BR&gt;&gt;spdif&lt;BR&gt;&g t;=20
  cable&lt;BR&gt;&gt; &gt;&gt;&gt;going =3D&lt;BR&gt;&gt;&gt;&gt;to=20

the=3D20<BR>&gt;&gt;&gt;&gt;  DAC-1 and re-patch a cable loop. I =
accidently=20
  =3D3D&lt;BR&gt;&gt;unplugged=3D20<BR>&gt;&gt;&gt;&gt; =20
  something&lt;BR&gt;&gt; &gt;&gt;&gt;while doing it, and had to rip=20
  =3D<BR>&gt;&gt;&gt;&gt;abouat half=3D20<BR>&gt;&gt;&gt;&gt;  the =
system out=20
  to find  =3D3D&lt;BR&gt;&gt;it.&lt;BR&gt;&gt; =
=3D20<BR>&gt;&gt;&gt;&gt; =20
  ERRRRRRRRRRRRRRRR!&lt;BR&gt;&gt; &gt;&gt;&gt;Rod&lt;BR&gt;&gt;=20
  =3D20<BR>&gt;&gt;&gt;&gt;  &gt;&gt;&lt;BR&gt;&gt;=20
   &gt;&lt;BR&gt;&gt;&lt;BR&gt;&gt; &lt;BR&gt;&gt;&lt;BR&gt;&gt;I choose=20
  =3D<BR>&gt;&gt;&gt;&gt;Polesoft=3D20<BR>&gt;&gt;&gt;&gt;  =
Lockspam to fight=20
  spam, and=3D20<BR>&gt;&gt;&gt;&gt; =20
  you?&lt;BR&gt;&gt;http://www.polesoft.com/refer.html=20
  =3D20<BR>&gt;&gt;&gt;&gt;  =
&lt;BR&gt;&gt;&lt;BR&gt;&gt;&lt; !DOCTYPE HTML=20
  PUBLIC "-//W3C//DTD HTML 4.0=3D20<BR>&gt;&gt;&gt;&gt; =20
  =
Transitional//EN" &gt;&lt;BR&gt;&gt;&lt;HTML&gt;&l t;HEAD&gt;&lt;BR&gt;&gt;=
&lt;META=3D20<BR>&gt;&gt;&gt;&gt; =20
  http-equiv=3D3D3DContent-Type=20
  content=3D3D3D"text/html;=3D20<BR>&gt;&gt;&gt;&gt; =20
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  =
=3D<BR>&gt;&gt;&gt;&gt;content=3D3D3D"MSHTML=3D20 <BR>&gt;&gt;&gt;&gt;&nbs=
p;=20
  6.00.2800.1400"=3D20<BR>&gt;&gt;&gt;&gt; =20
  =
=3D<BR> &gt;&gt;&gt;&gt;name=3D3D3DGENERATOR&gt; &lt;BR&gt;&gt;&lt;STYLE&gt=
 ;&lt;/STYLE&gt;&lt;BR&gt;&gt;&lt;/HE A=3D <BR>&gt;&gt;&gt;&gt;D&gt;&lt;BR&g=
t;&gt;&lt;BODY=3D20<BR>&gt;&gt;&gt;&gt; =20
   bgColor=3D3D3D#ffffff&gt;&lt;BR&gt;&gt;& lt;DIV&gt;&lt;FONT =
face=3D3D3DArial=20
  =
=3D<BR> &gt;&gt;&gt;&gt;size=3D3D3D2&gt;Hey=3D20 <BR>&gt;&gt;&gt;&gt; =
=20
  Rod,&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR& gt;&gt;&lt;DIV&gt;&lt;FONT=20
  =3D<BR>&gt;&gt;&gt;&gt;face=3D3D3DArial=3D20 <BR>&gt;&gt;&gt;&gt;  =

  size=3D3D3D2&gt;Do the crackles repeat themselves in=20
  =3D3D&lt;BR&gt;&gt;exactly=3D20<BR>&gt;&gt;&gt;&gt; =20
  the=3D3D20&lt;BR&gt;&gt;same=20
  =
=3D<BR> &gt;&gt;&gt;&gt;places&lt;/FONT&gt;& amp;lt;/DIV&gt;&lt;BR&gt;&gt;&lt;D=
IV&gt;&lt;FONT=3D20<BR>&gt;&gt;&gt;&gt; =20
  face=3D3D3DArial size=3D3D3D2&gt;on play back? If not, I'd look=20

at=3D20<BR>&gt;&gt;&gt;&gt;  =
=3D3D&lt;BR&gt;&gt;&lt;BR&gt;&gt;har dware. Do=20
they show=3D20<BR>&gt;&gt;&gt;&gt; =20
up&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt ;&gt;&lt;DIV&gt;&lt;FONT=20
face=3D3D3DArial=3D20<BR>&gt;&gt;&gt;&gt;  size=3D3D3D2&gt;in the =
waveform or=20
are they to low in =
=3D3D&lt;BR&gt;&gt;level?=3D20<BR>&gt;&gt;&gt;&gt; =20
 =
=3D3D20&lt;BR&gt;&gt;&lt;/FONT&gt;&l t;/DIV&gt;&lt;BR&gt;&gt;&lt;DIV&gt;& amp;l=
t;FONT=20
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size=3D3D3D2&gt;&lt;/FONT&gt; =
&lt;/DIV&gt;&lt;BR&gt;&gt;&lt;DIV&am p;gt;&lt;FONT=20
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size=3D3D3D2&gt;If you suspect hardware I'd =
think=3D20<BR>&gt;&gt;&gt;&gt; =20
 =
CPU,&lt;BR&gt;=3D3D&lt;BR&gt;&gt;&lt ;/FONT&gt;&lt;FONT=3D3D20&lt;BR&gt;&g=
t;face=3D3D3DArial=20
 =
=3D<BR> &gt;&gt;&gt;&gt;size=3D3D3D2&gt;fan=3D20 <BR>&gt;&gt;&gt;&gt; =
 (make it=20
cold!)  or&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt ;&gt;&lt;DIV&gt;&lt;FONT=20
=3D<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;  face=3D3D3DArial=20
size=3D3D3D2&gt;power supply. Not in that=20
 =
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;order.=3D20 <BR>&gt;&gt;&gt;&gt;=
 =20
Start=3D3D20&lt;BR&gt;&gt;with &lt;/FONT&gt;&lt;FONT face=3D3D3DArial=20
 =
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 cheapest=20
fixes=3D20<BR>&gt;&gt;&gt;&gt; =20
 =
=3D3D&lt;BR&gt;&gt;first.&lt;/FONT&gt;&a mp;lt;/DIV&gt;&lt;BR&gt;&gt;&lt;DIV& g=
t;&lt;FONT=3D20<BR>&gt;&gt;&gt;&gt; =20
face=3D3D3DArial size=3D3D3D2&gt;Maybe you were right way back=20
with=3D20<BR>&gt;&gt;&gt;&gt; =20
the&lt;BR&gt;=3D3D&lt;BR&gt;&gt;bad=3D20 <BR>&gt;&gt;&gt;&gt; =20
 =
=3D<BR> &gt;&gt;&gt;&gt;UAD=3D3D20&lt;BR&gt; &gt;assumption?&lt;/FONT&gt;&l=
 t;/DIV&gt;&lt;BR&gt;&gt;&lt;DIV&gt;& amp;amp;l=3D <BR>&gt;&gt;&gt;&gt;t;FONT=3D=
20<BR>&gt;&gt;&gt;&gt; =20
face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt;=20
 =

=3D<BR> &gt;&gt;&gt;&gt;&lt;/DIV&gt;&lt; BR&gt;&gt;&lt;DIV&gt;&lt;FONT=3D20=
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Paris=3D20<BR>&gt;&gt;&gt;&gt; =20
 =
=3D3D&lt;BR&gt;&gt;around,&lt;/FONT&gt;& amp;lt;/DIV&gt;&lt;BR&gt;&gt;&lt;DIV&amp ;=
gt;&lt;FONT=20
 =3D<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt; =20
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 =
 size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV&amp ;gt;&lt;BR&gt;&gt;&lt;DIV&gt;&lt;=
FONT=3D20<BR>&gt;&gt;&gt;&gt; =20
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size=3D3D3D2&gt;&lt;/FONT&gt;=3D20<BR>&gt;&gt;&gt;&gt; =20
 =
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;BR&gt;&gt;style=3D3D3D"PADDING-RIGHT:=20
 =3D<BR>&gt;&gt;&gt;&gt;0px;=3D20<BR>&gt;&gt;&gt;&gt;  =
PADDING-LEFT: 5px;=20
 MARGIN-LEFT: 5px; =3D3D&lt;BR&gt;&gt;BORDER-LEFT: #000000=20
 =3D<BR>&gt;&gt;&gt;&gt;2px solid;=3D20<BR>&gt;&gt;&gt;&gt;  =
MARGIN-RIGHT:=20
 0px"&gt;&lt;BR&gt;&gt; &lt;DIV&gt;"Rod =
Lincoln"=3D20<BR>&gt;&gt;&gt;&gt; =20
 &lt;&lt;A=3D3D20&lt;BR&gt;&gt;=20
 =3D3D&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20<BR >&gt;&gt;&gt;&gt; =20
 =
=3D<BR>&gt;&gt;&gt;&gt;href=3D3D'mailto:rlincoln@nospam.kc.rr.com"&gt;rli=
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lto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/=3D<BR>&g=
t;&gt;&gt;&gt;A&gt;&amp;g&lt;/A& gt;=3D3D&lt;BR&gt;&gt;t;=3D3D20&lt;BR&gt ;=
&gt;=20
 =3D20<BR>&gt;&gt;&gt;&gt;  wrote in message =
&lt;A=3D3D20&lt;BR&gt;&gt;=20
 =3D3D&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20<BR >&gt;&gt;&gt;&gt; =20
 =
=3D<BR>&gt;&gt;&gt;&gt;href=3D3D'news:472e82a3$1@linux"&gt;news:472e82a3$=
1@linux &lt;/A&gt;...&lt;/DIV&gt;&lt;BR&gt;N eil=3D <BR>&gt;&gt;&gt;&gt;'&gt=
;news:472e82a3$1@linux"&gt;news:472e82a3$1@linux&lt;/A&gt;...&lt;/DIV&gt;=
=3D<BR> &gt;&gt;&gt;&gt;;&lt;BR&gt;Neil& lt;/A&gt;=3D3D&lt;BR&gt;&gt;,=3D3D=
20&lt;BR&gt;&gt;=20
 =3D20<BR>&gt;&gt;&gt;&gt;  thanks for your response. see my =
answers=20
 interleaved=3D20<BR>&gt;&gt;&gt;&gt; =20
 =
 =3D3D&lt;BR&gt;&gt;below&lt;BR&gt;Rod&am p;lt;BR&gt; "Neil"=3D3D20&lt;BR&gt;&gt=
;=20
 =3D<BR>&gt;&gt;&gt;&gt;&lt;&lt;A=3D20 <BR>&gt;&gt;&gt;&gt; =20

href=3D3D3D"&lt;A=3D20<BR>&gt;&gt;&gt;&gt; =20

=
=3D<BR>&gt;&gt;&gt;&gt;href=3D3D'mailto:OIU@I.com"&gt;OIU@I.com&lt;/A'&gt=
;mailto:OIU@I.com"&gt;OIU@I.com&lt;=3D<BR> &gt;&gt;&gt;&gt;;/A&lt;/A&gt;&g=
t;&gt;=3D20<BR>&gt;&gt;&gt;&gt; =20
  =3D3D&lt;BR&gt;&gt;wrote:&lt;BR&gt;& gt;&lt;BR&gt;&gt;This=20
  =3D<BR> &gt;&gt;&gt;&gt;is=3D3D20&lt;BR&gt;& amp;gt;=20
  weird...=3D20<BR>&gt;&gt;&gt;&gt;  have you tried any of the=20
  =
 following:&lt;BR&gt;&gt;&lt;BR&gt;&g t;1.)=3D20 <BR>&gt;&gt;&gt;&gt;  =

  pan=3D3D20&lt;BR&gt;&gt; everything to center, and then see if it =
still=20
  =3D<BR>&gt;&gt;&gt;&gt;shows=3D20<BR>&gt;&gt;&gt;&gt;  =
up&lt;BR&gt;&gt;on the=20
  =3D3D&lt;BR&gt;&gt;left=3D3D20&lt;BR&gt; &gt; channel? or =
=3D<BR>&gt;&gt;&gt;&gt;is=20
  the=3D20<BR>&gt;&gt;&gt;&gt;  crackling then=20
  centered?&lt;BR&gt;&lt;BR&gt;Everything Panned=20
  =
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;Ctr=3D20 <BR>&gt;&gt;&gt;&gt;&nb=
sp;=20
  still=3D3D20&lt;BR&gt;&gt;  Crackles&lt;BR&gt;&gt;&lt;BR&gt;&gt; 2.)=20
  =3D<BR>&gt;&gt;&gt;&gt;removing ALL=3D20<BR>&gt;&gt;&gt;&gt;  =
plugins &amp;=20
  EFX, and  =3D3D&lt;BR&gt;&gt;bouncing=3D3D20&lt;BR&amp ;gt;&gt;=20
  =3D<BR>&gt;&gt;&gt;&gt;dry/clean=3D20<BR>&gt;&gt;&gt;&gt; =20
  like&lt;BR&gt;&gt;that, with everything panned as you normally=20
  =
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;would=3D20 <BR>&gt;&gt;&gt;&gt;&=
nbsp;=20
  for=3D3D20&lt;BR&gt;&gt; this&lt;BR&gt;&gt;mix? This includes anything =

  =3D<BR>&gt;&gt;&gt;&gt;inserted=3D20<BR>&gt;&gt;&gt;&gt;  across=20
  the=3D3D20&lt;BR&gt;&gt; 2-buss.&lt;BR&gt;&lt;BR&gt;Bounce with=20
  =3D<BR>&gt;&gt;&gt;&gt;No FX=3D20<BR>&gt;&gt;&gt;&gt;  (Auxes, =
both internal=20
  and external) =
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;still=3D3D20&lt;BR&gt;&gt;=20
  =3D20<BR>&gt;&gt;&gt;&gt;  Crackles&lt;BR&gt;&lt;BR&gt;Bounce =
with no=20
  plugs...this does produce a=20
  =3D<BR>&gt;&gt;&gt;&gt;crackle=3D20<BR>&gt;&gt;&gt;&gt; =20
  =3D3D&lt;BR&gt;&gt;free=3D3D20&lt;BR&gt; &gt; bounce. I tried =
this&lt;BR&gt;the=20
  =3D<BR>&gt;&gt;&gt;&gt;first time it=3D20<BR>&gt;&gt;&gt;&gt;  =
happened a=20
  couple weeks  ago,&lt;BR&gt;=3D3D&lt;BR&gt;&gt;and=3D3 D20&lt;BR&gt;&gt; =

=3D<BR>&gt;&gt;&gt;&gt;thought I had it=3D20<BR>&gt;&gt;&gt;&gt;  =

narrowed&lt;BR&gt;down to the UAD plugs. I re-ghosted=20
=3D3D&lt;BR&gt;&gt;to=3D20<BR>&gt;&gt;&gt;&gt;  =
a=3D3D20&lt;BR&gt;&gt; sys=20
version that had an earlier&lt;BR&gt;UAD =
=3D<BR>&gt;&gt;&gt;&gt;install=20
(can't=3D20<BR>&gt;&gt;&gt;&gt;  remember the =
=3D3D&lt;BR&gt;&gt;number,=20
it=3D3D20&lt;BR&gt;&gt; had the Helios, =3D<BR>&gt;&gt;&gt;&gt;but not =

the=3D20<BR>&gt;&gt;&gt;&gt;  Neve&lt;BR&gt;88)and the crackles =
went away,=20
=
=3D<BR> &gt;&gt;&gt;&gt;so&lt;BR&gt;=3D3D&am p;lt;BR&gt;&gt;I=3D3D20&lt;BR&gt;&=
gt;=20
=3D20<BR>&gt;&gt;&gt;&gt;  thought it was a software rev that=20
Paris&lt;BR&gt;didn't like, but =3D<BR>&gt;&gt;&gt;&gt;just=20
to=3D20<BR>&gt;&gt;&gt;&gt;  =3D3D&lt;BR&gt;&gt;be sure =
I=3D3D20&lt;BR&gt;&gt;=20
reloaded the new version of =3D<BR>&gt;&gt;&gt;&gt;the=20
UAD=3D20<BR>&gt;&gt;&gt;&gt;  software&lt;BR&gt;(the one with the =

Neve&lt;BR&gt;=3D3D&lt;BR&gt;&gt;&lt ;BR&gt;&gt; =
=3D<BR>&gt;&gt;&gt;&gt;88) and=20
it=3D20<BR>&gt;&gt;&gt;&gt;  still didn't crackle. At that point=20
I&lt;BR&gt;thought it=20
=
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;might=3D20 <BR>&gt;&gt;&gt;&gt;&=
nbsp;=20
be=3D3D20&lt;BR&gt;&gt; something else altogether and since I am in=20
the=3D20<BR>&gt;&gt;&gt;&gt;  middle&lt;BR&gt;of a=20
mixing&lt;BR&gt;=3D3D&lt;BR&gt;&gt;proje ct=3D3D20&lt;BR&gt;&gt;=20
=3D<BR>&gt;&gt;&gt;&gt;that I'm=3D20<BR>&gt;&gt;&gt;&gt;  using =
the Neve 88=20
plug on a lot (love what it&lt;BR&gt;does) =
I=3D20<BR>&gt;&gt;&gt;&gt; =20
just&lt;BR&gt;=3D3D&lt;BR&gt;&gt;went=3D 3D20&lt;BR&gt;&gt; for it, =
listening=20
closely =3D<BR>&gt;&gt;&gt;&gt;to bounces. =
I=3D20<BR>&gt;&gt;&gt;&gt; =20
actually did 2&lt;BR&gt;bounces of =3D3D&lt;BR&gt;&gt;every=20
=3D<BR> &gt;&gt;&gt;&gt;mix=3D3D20&lt;BR&gt; &gt; =
and=3D20<BR>&gt;&gt;&gt;&gt; =20
listened back to both at the same time, out of=20
phase&lt;BR&gt;with=3D20<BR>&gt;&gt;&gt;&gt; =20
each&lt;BR&gt;=3D3D&lt;BR&gt;&gt;other,= 3D3D20&lt;BR&gt;&gt; to hear =

the=20
  difference, =3D<BR>&gt;&gt;&gt;&gt;since =
the=3D20<BR>&gt;&gt;&gt;&gt; =20
  crackles appeared to=20
  =
=3D<BR> &gt;&gt;&gt;&gt;be&lt;BR&gt;random.) &lt;BR&gt;=3D3D&lt;BR&gt;&gt;T=
here=3D3D20&lt;BR&gt;&gt;=20
  =3D20<BR>&gt;&gt;&gt;&gt;  were maybe 1 or 2 crackles per song on =
a couple=20
  songs, and&lt;BR&gt;no =
=3D<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt; =20
  =3D3D&lt;BR&gt;&gt;crackles on=3D3D20&lt;BR&gt;&gt; the other 3 (that =
I've done=20
  =3D<BR>&gt;&gt;&gt;&gt;so far). I'm=3D20<BR>&gt;&gt;&gt;&gt;  =
wondering now=20
  if&lt;BR&gt;it is a =3D3D&lt;BR&gt;&gt;UAD=20
  =3D<BR> &gt;&gt;&gt;&gt;rev=3D3D20&lt;BR&gt; &gt;=20
  problem=3D20<BR>&gt;&gt;&gt;&gt;  that only shows up after some =
wear and=20
  tear on the&lt;BR&gt;sys.=3D20<BR>&gt;&gt;&gt;&gt; =20
   I'm&lt;BR&gt;=3D3D&lt;BR&gt;&gt;going=3D 3D20&lt;BR&gt;&gt; to re-ghost =
and re-load=20
  the =3D<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;  &lt;BR&gt;UAD =
software=20
  (Neve 88 ver) tommorrow =
=3D3D&lt;BR&gt;&gt;and=3D20<BR>&gt;&gt;&gt;&gt; =20
  see=3D3D20&lt;BR&gt;&gt; what happens.&lt;BR&gt;Just to =
reiterate...when=20
  =3D<BR>&gt;&gt;&gt;&gt;I did a=3D20<BR>&gt;&gt;&gt;&gt;  spdif =
bounce, even=20
  =3D3D&lt;BR&gt;&gt;with my=3D3D20&lt;BR&gt;&gt; system as=20
  =3D<BR>&gt;&gt;&gt;&gt;it&lt;BR&gt;is=3D20 <BR>&gt;&gt;&gt;&gt;  =
tonight,=20
  there are no crackles. That's wierd.=3D20<BR>&gt;&gt;&gt;&gt; =20
   Also&lt;BR&gt;=3D3D&lt;BR&gt;&gt;the=3D3 D20&lt;BR&gt;&gt; crackles=20
  never&lt;BR&gt;show =
=3D<BR>&gt;&gt;&gt;&gt;till=3D20<BR>&gt;&gt;&gt;&gt; =20
  listening to the bounced=3D20<BR>&gt;&gt;&gt;&gt; =20
  =
 =3D3D&lt;BR&gt;&gt;file.&lt;BR&gt;&g t;&lt;BR&gt;&gt;3.)=3D3D20&lt;BR&gt;&amp ;=
gt; can=20
  =3D<BR>&gt;&gt;&gt;&gt;you=3D20<BR>&gt;&gt;&gt;&gt;  determine =
where the=20
  crackle rears it's ugly =
head?&lt;BR&gt;&gt;IOW,=3D20<BR>&gt;&gt;&gt;&gt; =20
  =3D3D&lt;BR&gt;&gt;is it=3D3D20&lt;BR&gt;&gt; constant, more or less, =
or is it=20
  =3D<BR>&gt;&gt;&gt;&gt;intermittent?=3D20<BR >&gt;&gt;&gt;&gt; =20

If&lt;BR&gt;&gt;it's =
=3D3D&lt;BR&gt;&gt;intermittent,=3D3D20&lt;B R&gt;&gt; does=20
=3D&lt;BR&gt;&gt;&gt;&gt;&gt;it seem to=3D20&lt;BR&gt;&gt;&gt;&gt;  =
coincide with any=20
particular&lt;BR&gt;&gt;instrument or=20
=
=3D&lt;BR&gt; &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;track?=3D20 &lt;BR&gt;&gt;&gt;&gt;&gt;=
 =20
For=3D3D20&lt;BR&gt;&gt; example, could it be a=20
=3D&lt;BR&gt; &gt;&gt;&gt;&gt;particular&lt;BR&gt; &gt;plugin=20
on=3D20&lt;BR&gt;&gt;&gt;&gt;  the - let's say -=20
=3D3D&lt;BR&gt;&gt;cowbell=3D3D20&lt;BR& gt;&gt; track, which=20
=3D&lt;BR&gt;&gt;&gt;&gt;&gt;occurs=3D20&lt;BR&gt;&gt;&gt;&gt; =20
though&lt;BR&gt;&gt;most of the song, but not on=20
=3D&lt;BR&gt; &gt;&gt;&gt;&gt;the=3D3D20&lt;BR&gt; &gt; =
=3D20&lt;BR&gt;&gt;&gt;&gt; =20
(confounded) bridge?&lt;BR&gt;&lt;BR&gt;totally random...not in anyway =

=3D&lt;BR&gt;&gt;&gt;&gt;&lt;BR&gt;&gt;&gt;&gt; =20
associated&lt;BR&gt;=3D3D&lt;BR&gt;&gt;w ith a=3D3D20&lt;BR&gt;&gt; =
particular=20
=3D&lt;BR&gt;&gt;&gt;&gt;instrument.=3D20&lt;BR &gt;&gt;&gt;&gt; =20
Fairly&lt;BR&gt;study though, like a bowl of rice=3D3D20&lt;BR&gt;&gt; =

=3D20&lt;BR&gt;&gt;&gt;&gt;  =
crispies.&lt;BR&gt;&gt;&lt;BR&gt;&gt ;4.)=20
mute/disconnect the right=20
=3D&lt;BR&gt;&gt;&gt;&gt;channel=3D20&lt;BR&gt;&gt;&gt;&gt;  when=20
=3D3D&lt;BR&gt;&gt;listening=3D3D20&lt;BR&am p;gt;&gt; back=20
to&lt;BR&gt;&gt;the=3D20&lt;BR&gt;&gt;&gt;&gt;  crackle-infested =
bounce to=20
see if there's any =
=3D3D&lt;BR&gt;&gt;pattern=3D20&lt;BR&gt;&gt;&gt;&gt; =20
that=3D3D20&lt;BR&gt;&gt; &lt;BR&gt;&gt;might apply to=20
(3)=3D20&lt;BR&gt;&gt;&gt;&gt; =20
above?&lt;BR&gt;&lt;BR&gt;none&lt;BR&am ;gt;&gt;&lt;BR&gt;&gt;5.)=20
Is=3D20&lt;BR&gt;&gt;&gt;&gt;  =
=3D3D&lt;BR&gt;&gt;the=3D3D20&lt;BR&gt;& amp;gt;=20
crackle happening on ALL systems? =3D&lt;BR&gt;&gt;&gt;&gt;IOW,=20
have=3D20&lt;BR&gt;&gt;&gt;&gt;  you&lt;BR&gt;&gt;burned a CD of=20
=3D3D&lt;BR&gt;&gt;the=3D3D20&lt;BR&gt;& amp;gt; =
=3D&lt;BR&gt;&gt;&gt;&gt;bounced=20
tracks=3D20&lt;BR&gt;&gt;&gt;&gt;  &amp; played it back on a=20
home&lt;BR&gt;&gt;stereo, in your=20
=
=3D&lt;BR&gt; &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;car,=3D20 &lt;BR&gt;&gt;&gt;&gt;&n=
bsp;=20
on=3D3D20&lt;BR&gt;&gt; headphones, etc? Is it possible=20

=3D<BR> &gt;&gt;&gt;&gt;that&lt;BR&gt;&g t;for =
some=3D20<BR>&gt;&gt;&gt;&gt; =20
 odd reason the =3D3D&lt;BR&gt;&gt;crackle is=3D3D20&lt;BR&gt;&gt; due =
to=20
 =3D<BR>&gt;&gt;&gt;&gt;something in=3D20<BR>&gt;&gt;&gt;&gt; =20
 your&lt;BR&gt;&gt;monitoring setup that isn't showing=20
 up=3D20<BR>&gt;&gt;&gt;&gt;  =
 =3D3D&lt;BR&gt;&gt;on=3D3D20&lt;BR&gt;&a mp;gt; regular=20
 playback, =3D<BR> &gt;&gt;&gt;&gt;but&lt;BR&gt;&gt ;might=20
 be=3D20<BR>&gt;&gt;&gt;&gt;  showing up on a rendered=20
 =
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;file?&lt;BR&gt;This=3D3D20&lt;B=
R&gt;&gt;=20
 first=3D20<BR>&gt;&gt;&gt;&gt;  came to my attention after I =
burned a CD of=20
 test mixes for=3D20<BR>&gt;&gt;&gt;&gt; =20
 =3D3D&lt;BR&gt;&gt;the&lt;BR&gt;client=3 D3D20&lt;BR&gt;&gt; and he =
called me=20
 =3D<BR>&gt;&gt;&gt;&gt;after he got=3D20<BR>&gt;&gt;&gt;&gt;  =
home and=20
 listened on his system=20
 =3D3D&lt;BR&gt;&gt;(this&lt;BR&gt;was=3D 20 <BR>&gt;&gt;&gt;&gt; =20
 an=3D3D20&lt;BR&gt;&gt; audio CD)so I would say it happens on all=20
 =3D<BR>&gt;&gt;&gt;&gt;systems...but I=3D20<BR>&gt;&gt;&gt;&gt; =20
 havn't=3D3D20&lt;BR&gt;&gt; burnt&lt;BR&gt;another CD yet.&lt;BR&gt;It =

 =3D<BR>&gt;&gt;&gt;&gt;does happen=3D20<BR>&gt;&gt;&gt;&gt;  on =
my NS 10's as=20
 well as  my&lt;BR&gt;=3D3D&lt;BR&gt;&gt;&lt;B R&gt;&gt; Mackie 824's.=20
 =3D<BR>&gt;&gt;&gt;&gt;The 824's=3D20<BR>&gt;&gt;&gt;&gt;  are=20
 hooked&lt;BR&gt;up thru the spdif out of =3D3D&lt;BR&gt;&gt;the=20
 =3D<BR> &gt;&gt;&gt;&gt;mec=3D3D20&lt;BR&gt; &gt; =
=3D20<BR>&gt;&gt;&gt;&gt;  to a=20
 DAC-1 to a PVC passive volume control.&lt;BR&gt;The NS 10's=20
 are=3D20<BR>&gt;&gt;&gt;&gt;  =
 hooked&lt;BR&gt;=3D3D&lt;BR&gt;&gt;up=20
 thru=3D3D20&lt;BR&gt;&gt; 2 analogue outs from =
=3D<BR>&gt;&gt;&gt;&gt;the Mec=20
 into=3D20<BR>&gt;&gt;&gt;&gt;  a GFA power&lt;BR&gt;amp. Crackles =

 exisist&lt;BR&gt;=3D3D&lt;BR&gt;&gt;on=2 0
 =3D<BR> &gt;&gt;&gt;&gt;the=3D3D20&lt;BR&gt; &gt; =
=3D20<BR>&gt;&gt;&gt;&gt;  left=20
 channel on both sets of  speakers.&lt;BR&gt;&gt;&lt;BR&gt;&gt 6.)=20
 =3D<BR>&gt;&gt;&gt;&gt;What=3D20<BR>&gt;&gt;&gt;&gt;  happens=20
 =3D3D&lt;BR&gt;&gt;when=3D3D20&lt;BR&gt; &gt; you open up an older=20
 =3D<BR>&gt;&gt;&gt;&gt;project that=3D20<BR>&gt;&gt;&gt;&gt; =20
 you&lt;BR&gt;&gt;DIDN'T have this problem=20

---

=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;on...?=3D3D20&lt;BR&gt;&gt;=20
 If=3D20<BR>&gt;&gt;&gt;&gt;  you do a bounce with =
that,&lt;BR&gt;&gt;does=20
 it sound as it did =
=3D<BR>&gt;&gt;&gt;&gt;before,=3D20<BR>&gt;&gt;&gt;&gt; =20
 =3D3D&lt;BR&gt;&gt;or does=3D3D20&lt;BR&gt;&gt; it now have=20
 =3D<BR> &gt;&gt;&gt;&gt;the&lt;BR&gt;&gt ;crackles =
in=3D20<BR>&gt;&gt;&gt;&gt; =20
 it?&lt;BR&gt;&lt;BR&gt;Not nearly as bad...No=20
 =3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;study=3D3D20&lt;BR&gt;&gt;=20
 =3D20<BR>&gt;&gt;&gt;&gt;  diet of rice crispies, but there were =
a=20
 couple&lt;BR&gt;of crackles=3D20<BR>&gt;&gt;&gt;&gt; =20
  (random,&lt;BR&gt;=3D3D&lt;BR&gt;&gt;I=3 D3D20&lt;BR&gt;&gt; bounced =
twice and=20
 listend =3D<BR>&gt;&gt;&gt;&gt;to both=3D20<BR>&gt;&gt;&gt;&gt;  =
mixes out of=20
 phase,&lt;BR&gt;set markers =3D3D&lt;BR&gt;&gt;at=20
 =3D<BR> &gt;&gt;&gt;&gt;the=3D3D20&lt;BR&gt; &gt; =
=3D20<BR>&gt;&gt;&gt;&gt; =20
 crackles, and verified by listening one at a time)=20
 This&lt;BR&gt;also=3D20<BR>&gt;&gt;&gt;&gt; =20
 leads&lt;BR&gt;=3D3D&lt;BR&gt;&gt;me to=3D3D20&lt;BR&gt;&gt; believe =
it's some=20
 sort of =3D<BR>&gt;&gt;&gt;&gt;ppj=3D20<BR>&gt;&gt;&gt;&gt;  =
corruption=20
 brought on by the&lt;BR&gt;UAD=20
 =3D3D&lt;BR&gt;&gt;stuff,=3D20<BR>&gt;&gt;&gt;&gt;  =
only=3D3D20&lt;BR&gt;&gt;=20
 it happens over time, but I haven't been able=20
 =3D<BR>&gt;&gt;&gt;&gt;to=3D20<BR>&gt;&gt;&gt;&gt;  =
verify=3D3D20&lt;BR&gt;&gt;=20
  =
=3D<BR> &gt;&gt;&gt;&gt;this&lt;BR&gt;yet.&a mp;lt;BR&gt;&gt;&lt;BR&gt;&gt;7.) =

 Have=3D20<BR>&gt;&gt;&gt;&gt;  you tried physically swapping=20
 =3D3D&lt;BR&gt;&gt;your left=3D3D20&lt;BR&gt;&gt;=20
 =3D<BR>&gt;&gt;&gt;&gt;speaker=3D20<BR>&gt;&gt;&gt;&gt; =20
 with&lt;BR&gt;&gt;your right speaker?&lt;BR&gt;swapping speakers=20
 make=3D20<BR>&gt;&gt;&gt;&gt;  no=3D3D20&lt;BR&gt;&gt; =
difference, swapping=20
 the cables leading to=3D20<BR>&gt;&gt;&gt;&gt;  =
the&lt;BR&gt;speakers makes=20
 it =3D3D&lt;BR&gt;&gt;happen in=3D3D20&lt;BR&gt;&gt; =
=3D<BR>&gt;&gt;&gt;&gt;the=20
 right=3D20<BR>&gt;&gt;&gt;&gt;  =
 speaker.&lt;BR&gt;&gt;&lt;BR&gt;&gt; Just=20
 trying to think of things to=3D20<BR>&gt;&gt;&gt;&gt;  =

=3D3D&lt;BR&gt;&gt;try=20
 &amp;=3D3D20&lt;BR&gt;&gt; narrow it down=20
 =3D<BR> &gt;&gt;&gt;&gt;by&lt;BR&gt;&gt; process =
of=3D20<BR>&gt;&gt;&gt;&gt; =20
 elimination.&lt;BR&gt;&lt;BR&gt;I appreciate=20
 =3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;your=3D3D20&lt;BR&gt;&gt;=20
 =3D20<BR>&gt;&gt;&gt;&gt;  thought process. If this makes a light =
go off=20
 for you,&lt;BR&gt;please =
=3D<BR>&gt;&gt;&gt;&gt;let=3D20<BR>&gt;&gt;&gt;&gt; =20
 =3D3D&lt;BR&gt;&gt;me=3D3D20&lt;BR&gt;&a mp;gt; =
 know.&lt;BR&gt;&gt;&lt;BR&gt;&gt;Can =20
 =3D<BR>&gt;&gt;&gt;&gt;you e-mail=3D20<BR>&gt;&gt;&gt;&gt;  me an =
mp3 file of=20
 any song or =3D3D&lt;BR&gt;&gt;songs that=3D3D20&lt;BR&gt;&gt;=20
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it's&lt;BR&gt;&gt;doing this=20
 on? If so, send it to: neil=3D20<BR>&gt;&gt;&gt;&gt; =20
 =3D3D&lt;BR&gt;&gt;DOT=3D3D20&lt;BR&gt;& amp;gt; henderson =
AT&lt;BR&gt;&gt;sbcglobal=20
 =3D<BR>&gt;&gt;&gt;&gt;DOT net I'd=3D20<BR>&gt;&gt;&gt;&gt;  be =
curious as to=20
 =3D3D&lt;BR&gt;&gt;what it=3D3D20&lt;BR&gt;&gt;=20
 sounds=3D20<BR>&gt;&gt;&gt;&gt; =20
 like.&lt;BR&gt;&lt;BR&gt;will=3D20<BR>&gt;&gt;&gt;&gt; =20
 =
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eil&lt;BR&gt;&gt;&lt;BR&gt;&gt;=3D<BR >&gt;&gt;&gt;&gt;&lt;BR&gt;&gt;"Rod=3D=
3D20&lt;BR&gt;&gt;=20
 =3D20<BR>&gt;&gt;&gt;&gt;  Lincoln" =
&lt;&lt;A=3D3D20&lt;BR&gt;&gt;=20
 =3D3D&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20<BR >&gt;&gt;&gt;&gt; =20
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lto:rlincoln@nospam.kc.rr.com"&gt;rlincoln@nospam.kc.rr.com&lt;/=3D<BR>&g=
t;&gt;&gt;&gt;A&gt;&amp;g&lt;/A& gt;=3D3D&lt;BR&gt;&gt;t;=3D3D20&lt;BR&gt ;=
&gt;=20
 =3D20<BR>&gt;&gt;&gt;&gt;  =
 wrote:&lt;BR&gt;&gt;&gt;&lt;BR&gt;&a mp;gt;&gt;OK..I=20
 got everything hooked =3D<BR>&gt;&gt;&gt;&gt;backk=20
 up=3D20<BR>&gt;&gt;&gt;&gt;  and =
=3D3D&lt;BR&gt;&gt;sure=3D3D20&lt;BR&gt; &gt;=20
 enough, the crackle is=3D20<BR>&gt;&gt;&gt;&gt;  =
back&lt;BR&gt;&gt;&gt;on=20
 bounce to disk...in the left=3D20<BR>&gt;&gt;&gt;&gt; =20
 =3D3D&lt;BR&gt;&gt;channel=3D3D20&lt;BR& gt;&gt; only, same as always. =
I=20

tried=3D20<BR>&gt;&gt;&gt;&gt;  =
panning&lt;BR&gt;&gt;&gt;everything=20
  oppisite,=3D20<BR>&gt;&gt;&gt;&gt; =20
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  levels,=3D20<BR>&gt;&gt;&gt;&gt;  crackle.&lt;BR&gt;&gt;&gt;When =
I took all=20
  the tracks =3D3D&lt;BR&gt;&gt;off=3D20<BR>&gt;&gt;&gt;&gt; =20
  the=3D3D20&lt;BR&gt;&gt; submixes except for the drums=20
  on=3D20<BR>&gt;&gt;&gt;&gt;  submix&lt;BR&gt;&gt;&gt;1, there =
were NO=20
  =
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;crackles.=3D3D20&lt;BR&gt;&gt; =

  =3D20<BR>&gt;&gt;&gt;&gt;  There were also NO crackles when =
bouncing=20
  audio&lt;BR&gt;&gt;&gt;from=20
  =3D<BR>&gt;&gt;&gt;&gt;any=3D20<BR>&gt;&gt;&gt;&gt;  =
=3D3D&lt;BR&gt;&gt;submix=20
  by=3D3D20&lt;BR&gt;&gt; itself. &lt;BR&gt;&gt;&gt;This =
=3D<BR>&gt;&gt;&gt;&gt;is a=20
  24 bit=3D20<BR>&gt;&gt;&gt;&gt;  mix with 24 bit tracks, so I=20
   =3D3D&lt;BR&gt;&gt;tried=3D3D20&lt;BR&gt ;&gt; =
=3D<BR>&gt;&gt;&gt;&gt;(advice=20
  from=3D20<BR>&gt;&gt;&gt;&gt; =20
   Aaron)&lt;BR&gt;&gt;rendering&lt;BR&gt;& amp;gt;&gt;some of the tracks=20
  to=3D20<BR>&gt;&gt;&gt;&gt;  =3D3D&lt;BR&gt;&gt;16 =
bit.=3D3D20&lt;BR&gt;&gt; I=20
  rendered all the drums (15=20
  =3D<BR>&gt;&gt;&gt;&gt;tracks)=3D20<BR>&gt;&gt;&gt;&gt; =20
   and&lt;BR&gt;5&lt;BR&gt;&gt;&gt;othe r tracks =3D3D&lt;BR&gt;&gt;to=20
  =3D<BR> &gt;&gt;&gt;&gt;16=3D3D20&lt;BR&gt;& amp;gt; =
=3D20<BR>&gt;&gt;&gt;&gt;  bit,=20
  leaving 10 tracks at 24 bit...Crackles came=20
   =
=3D<BR> &gt;&gt;&gt;&gt;back&lt;BR&gt;&g t;&gt;when=3D20 <BR>&gt;&gt;&gt;&gt=
; =20
   =3D3D&lt;BR&gt;&gt;bouncing=3D3D20&lt;BR&amp ;gt;&gt; the entire mix. =
That's where=20
  =3D<BR>&gt;&gt;&gt;&gt;I'm at. I can=3D20<BR>&gt;&gt;&gt;&gt;  =
always=20
  do=3D3D20&lt;BR&gt;&gt;=20
   =
=3D<BR> &gt;&gt;&gt;&gt;the&lt;BR&gt;spdif&a mp;lt;BR&gt;&gt;&gt;bounce=3D20 <BR=
>&gt;&gt;&gt;&gt; =20
  method...it's a real hassle because of =3D3D&lt;BR&gt;&gt;the=20
  =3D<BR> &gt;&gt;&gt;&gt;way=3D3D20&lt;BR&gt; &gt; =
my=3D20<BR>&gt;&gt;&gt;&gt; =20
  moitoring  and&lt;BR&gt;work&lt;BR&gt;&gt;&gt;f low is, but it's doable, =

=3D<BR>&gt;&gt;&gt;&gt;and=3D20<BR>&gt;&gt;&gt;&gt;  =
=3D3D&lt;BR&gt;&gt;seems=20
 to=3D3D20&lt;BR&gt;&gt; work, but I'd like to get=20
 this=3D20<BR>&gt;&gt;&gt;&gt;  thing&lt;BR&gt;&gt;&gt;figured=20
 out.=3D20<BR>&gt;&gt;&gt;&gt; =20
  =3D3D&lt;BR&gt;&gt;&lt;BR&gt;&gt;&am p;gt;I've=3D3D20&lt;BR&gt;&gt; had it =
for today.=20
 =3D<BR>&gt;&gt;&gt;&gt;Going to=3D20<BR>&gt;&gt;&gt;&gt; =20
 =
 crash.&lt;BR&gt;&gt;&gt;Rod&lt;BR&gt ;&gt;&gt; "Rod=3D20<BR>&gt;&gt;&gt;&gt=
; =20
 =3D3D&lt;BR&gt;&gt;Lincoln"=3D3D20&lt;BR&gt;&gt; =
&lt;&lt;A=3D3D20&lt;BR&gt;&gt;=20
 =3D20<BR>&gt;&gt;&gt;&gt; =20
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 =
=3D<BR>&gt;&gt;&gt;&gt;href=3D3D'mailto:rlincoln@nospamn.kc.rr.com"&gt;rl=
incoln@nospamn.kc.rr.com&lt;/A'=3D<BR>&gt;&gt;&gt;&gt;&gt;mailto:rlincoln=
@nospamn.kc.rr.com"&gt;rlincoln@nospamn.kc.rr.com&lt;/A&lt;/=3D<BR>&gt;&g=
t;&gt;A&gt;&gt;=3D3D&lt;BR&gt;&a mp;gt;&gt;=3D3D20&lt;BR&gt;&gt;=20
 =3D20<BR>&gt;&gt;&gt;&gt; =20
  wrote:&lt;BR&gt;&gt;&gt;&gt;&lt;BR&a mp;gt;&gt;&gt;&gt;Well, I THOUGHT I=20
 =3D<BR>&gt;&gt;&gt;&gt;had my=3D20<BR>&gt;&gt;&gt;&gt;  "bounce=20
  =3D3D&lt;BR&gt;&gt;to=3D3D20&lt;BR&gt;&a mp;gt; disk" crackles whipped, but =

 =3D<BR>&gt;&gt;&gt;&gt;they=3D20<BR>&gt;&gt;&gt;&gt; =20
 came&lt;BR&gt;&gt;&gt;&gt;back. This time I =
=3D3D&lt;BR&gt;&gt;&lt;BR&gt;&gt;=20
 =3D<BR>&gt;&gt;&gt;&gt;re-patched=3D20<BR >&gt;&gt;&gt;&gt;  and =
did a spdif=20
  bounce and that seemed=3D3D20&lt;BR&gt;&gt; =
=3D20<BR>&gt;&gt;&gt;&gt; =20
  to&lt;BR&gt;&gt;cure&lt;BR&gt;&gt;&a mp;gt;&gt;it. I havn't tried it yet=20
 =3D<BR>&gt;&gt;&gt;&gt;with=3D20<BR>&gt;&gt;&gt;&gt;  bounce to=20
 =3D3D&lt;BR&gt;&gt;disk to=3D3D20&lt;BR&gt;&gt; verify that=20
 the=3D20<BR>&gt;&gt;&gt;&gt;  =
crackling&lt;BR&gt;&gt;&gt;&gt;comes back,=20
  but I bet it=20
  =
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;will.=3D20 <BR>&gt;&gt;&gt;&gt;&=
nbsp;=20
  I=3D3D20&lt;BR&gt;&gt; wonder what could be causing=20
  this?=3D20<BR>&gt;&gt;&gt;&gt; =20
  =
 =3D3D&lt;BR&gt;&gt;The&lt;BR&gt;&gt; &gt;last&lt;BR&gt;&gt;&gt;&gt;time=3 D=
20<BR>&gt;&gt;&gt;&gt; =20
  I=3D3D20&lt;BR&gt;&gt; did a fresh install of my system (via ghost) =

and=20
  =3D<BR>&gt;&gt;&gt;&gt;it seemed=3D20<BR>&gt;&gt;&gt;&gt; =20
  to=3D3D20&lt;BR&gt;&gt; get&lt;BR&gt;&gt;&gt;&gt;rid of it, for a =
while.=20
  =3D<BR>&gt;&gt;&gt;&gt;I'm going=3D20<BR>&gt;&gt;&gt;&gt;  to try =
a bounce=20
  =3D3D&lt;BR&gt;&gt;to disk=3D3D20&lt;BR&gt;&gt; and see=20
  if=3D20<BR>&gt;&gt;&gt;&gt;  the&lt;BR&gt;&gt;&gt;&gt;crackles=20
  return.&lt;BR&gt;&gt;&gt;&gt;The way=20
  =3D<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt; =20
   =3D3D&lt;BR&gt;&gt;my=3D3D20&lt;BR&gt;&a mp;gt; system is set up, because =
of space=20
  =3D<BR>&gt;&gt;&gt;&gt;limitations,=3D20<BR >&gt;&gt;&gt;&gt;  and =

  the=3D3D20&lt;BR&gt;&gt;=20
  =
=3D<BR> &gt;&gt;&gt;&gt;fact&lt;BR&gt;&g t;&gt;that&lt;BR&gt;&gt;&gt;&gt;I=3D =
20<BR>&gt;&gt;&gt;&gt; =20
  have to have my drums basically =3D3D&lt;BR&gt;&gt;in =
the=3D3D20&lt;BR&gt;&gt;=20
  =3D<BR>&gt;&gt;&gt;&gt;mix position=3D20<BR>&gt;&gt;&gt;&gt;  =
(facing the=20
   other&lt;BR&gt;&gt;&gt;way)&lt;BR&gt ;&gt;&gt;&gt;makes=20
  it=3D20<BR>&gt;&gt;&gt;&gt;  =
 =3D3D&lt;BR&gt;&gt;A=3D3D20&lt;BR&gt;&am p;gt; FREAKIN=20
  PITA to crawl behind the gear =3D<BR>&gt;&gt;&gt;&gt;and=20
  unplug=3D20<BR>&gt;&gt;&gt;&gt;  the=3D3D20&lt;BR&gt;&gt;=20
   spdif&lt;BR&gt;cable&lt;BR&gt;&gt;&g t;&gt;going =
=3D<BR>&gt;&gt;&gt;&gt;to=20
  the=3D20<BR>&gt;&gt;&gt;&gt;  DAC-1 and re-patch a cable=20
  =3D3D&lt;BR&gt;&gt;loop. I=3D3D20&lt;BR&gt;&gt;=20
  =3D<BR>&gt;&gt;&gt;&gt;accidently=3D20<BR >&gt;&gt;&gt;&gt;  =
unplugged=20
  something&lt;BR&gt;&gt;&gt;&gt;while doing it, and had=20
  =
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;to=3D20 <BR>&gt;&gt;&gt;&gt;&nbs=
p;=20
  rip=3D3D20&lt;BR&gt;&gt; abouat half the system out to=20
  =3D<BR> &gt;&gt;&gt;&gt;find=3D3D20&lt;BR&gt ;&gt; =
=3D20<BR>&gt;&gt;&gt;&gt; =20
  =
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;it.&lt;BR&gt;ERRRRRRRRRRRRRRRR!=
&lt;BR&gt;&gt;&gt;&gt;Rod&lt;BR=3D<BR > &gt;&gt;&gt;&gt;&gt;&gt;&gt;&amp ;lt;BR&=
gt;&gt;&lt;BR&gt;&lt;/BLO=3D3D&lt;BR&amp ;gt;&gt;CKQUOTE&gt;&lt;BR&gt;&gt;=3D <=
BR> &gt;&gt;&gt;&gt;;&lt;DIV&gt;&lt; FONT=3D20 <BR>&gt;&gt;&gt;&gt; =20
  size=3D3D3D2&gt;&lt;BR&gt;&lt;BR&gt;I choose Polesoft Lockspam to =
fight=20
  =3D<BR>&gt;&gt;&gt;&gt;spam,=3D20<BR>&gt;&gt;&gt;&gt; =20

    =
=3D<BR> &gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;& gt;and=3D3D20&lt;BR&gt;&gt;you?&lt=
;BR&gt;&lt;A=3D3D20&lt;BR&gt;&gt;href=3D 3D3D "&lt;A=3D20<BR>&gt;&gt;&gt;&g=
t; =20
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ft.com/refer.html"&gt;http://www.polesoft.com/refer&lt;/A=3D<BR>&gt;&gt;&=
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------=_NextPart_000_0065_01C81FD2.00AB03E0--

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## Subject: Re: Crackles are back...not on SPDIF though
Posted by Dimitrios on Tue, 06 Nov 2007 00:01:00 GMT
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Hey od,
My 2 cents here...

1) unceck  the write behind cache on you audio disks.
2) bounce on another disk than the one you have your audio files/.
3) DON'T use VST/DX plugin together with "external" on same track ,mixdown...
4) make your Paris disk cache 5mb bigger...

Hope these might help,
Regards,
Dimitrios

"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:
>
>Well, I THOUGHT I had my "bounce to disk" crackles whipped, but they came
>back. This time I re-patched and did a spdif bounce and that seemed to cure
>it. I havn't tried it yet with bounce to disk to verify that the crackling
>comes back, but I bet it will. I wonder what could be causing this? The
last
>time I did a fresh install of my system (via ghost) and it seemed to get
>rid of it, for a while. I'm going to try a bounce to disk and see if the
>crackles return.
>The way my system is set up, because of space limitations, and the fact
that
>I have to have my drums basically in the mix position (facing the other

way)
>makes it A FREAKIN PITA to crawl behind the gear and unplug the spdif cable
>going to the DAC-1 and re-patch a cable loop. I accidently unplugged something
>while doing it, and had to rip abouat half the system out to find it. ERRRRRRRRRRRRRRR!
>Rod

---

## Subject: Re: Crackles are back...not on SPDIF though
Posted by Rod Lincoln on Tue, 06 Nov 2007 01:14:10 GMT

D.
thanks, but that stuff's all been thought of or not applicable
keep thinking though :-)
Rod
"Dimitrios" <musurgio@NOSPAM.gr> wrote:
>
>Hey od,
>My 2 cents here...
>
>1) unceck  the write behind cache on you audio disks.
>2) bounce on another disk than the one you have your audio files/.
>3) DON'T use VST/DX plugin together with "external" on same track ,mixdown...
>4) make your Paris disk cache 5mb bigger...
>
>Hope these might help,
>Regards,
>Dimitrios
>
>"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:
>>
>>Well, I THOUGHT I had my "bounce to disk" crackles whipped, but they came
>>back. This time I re-patched and did a spdif bounce and that seemed to
cure
>>it. I havn't tried it yet with bounce to disk to verify that the crackling
>>comes back, but I bet it will. I wonder what could be causing this? The
>last
>>time I did a fresh install of my system (via ghost) and it seemed to get
>>rid of it, for a while. I'm going to try a bounce to disk and see if the
>>crackles return.
>>The way my system is set up, because of space limitations, and the fact
>that
>>I have to have my drums basically in the mix position (facing the other
>way)
>>makes it A FREAKIN PITA to crawl behind the gear and unplug the spdif cable
>>going to the DAC-1 and re-patch a cable loop. I accidently unplugged something
>>while doing it, and had to rip abouat half the system out to find it. ERRRRRRRRRRRRRRR!
>>Rod

>

---

## Subject: Re: Crackles are back...not on SPDIF though
Posted by Rod Lincoln on Tue, 06 Nov 2007 01:20:05 GMT

Neil...I don't think that's it, but what the heck, it's worth a try. I re-ghosted
my system this morning, and havn't had a chance to check it yet, as I've
been tracking all day. I expect the problem to be temporaraly gone, as this
is what happened the last time I restored a ghost image. When I come up for
air, and can try the plug....assuming the crackles are back, which I expect
them not to be till I get into some heavy duty mixing.
Thanks
Rod
"Neil" <OIU@OIU.com> wrote:
>
>You know, the only other thing I can think of is that it's an
>input overload problem with one of your UAD plugins. Consider
>trying this: Get a simple VST gain plugin like this one:
>
>http://www.gvst.co.uk/dl070421/GGain-GJ.zip
>
>Insert it BEFORE every UAD plugin you're using, dropping the
>gain by let's say 5db, then on the UAD plug's output, make up
>the 5db difference.
>
>Neil
>
>
>
>
>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>
>>Yeah, I did that when this initially started, a couple weeks ago.
>>Rod
>>"Neil" <OIU@IOU.com> wrote:
>>>
>>>And you've already done the usual stuff like removing your EDS
>>>cards, cleaning off the contacts & re-seating them, etc?
>>>
>>>Neil
>>>
>>>
>>>
>>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>>>
>>>>Tom, I've already done that. It's not that. It's definiatly something

>that
>>>>only shows up on the bounced to disk file. Also it's totally random and
>>>not
>>>>at all related to any single audio event.
>>>>Rod
>>>>"Tom Bruhl" <arpegio@comcast.net> wrote:
>>>>>
>>>>>
>>>>>Okay Rod,
>>>>>How about one track with the UAD plugs
>>>>>that has a few rough spots that are amplified
>>>>>by the plugin set?
>>>>>
>>>>>Mute one track at a time to find it.  PITA for sure.
>>>>>???
>>>>>Tom
>>>>>  "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
>>>>>news:472f2455$1@linux...
>>>>>
>>>>>  I agree with you, except that when I play back an old project that
>=
>>>>>didn't
>>>>>  have the problem, it doesn't crackl, even with more tracks and the
>=
>>>>>same plugs
>>>>>  as the ppj's that crackle.=20
>>>>>  Rod
>>>>>  "Tom Bruhl" <arpegio@comcast.net> wrote:
>>>>> >
>>>>> >
>>>>> >Hey Rod,
>>>>> >Do the crackles repeat themselves in exactly the same places
>>>>> >on play back?  If not, I'd look at hardware.  Do they show up
>>>>> >in the waveform or are they to low in level? =3D20
>>>>> >
>>>>> >If you suspect hardware I'd think CPU, fan (make it cold!) or
>>>>> >power supply.  Not in that order.  Start with the cheapest fixes
=
>>>>>first.
>>>>> >Maybe you were right way back with the bad UAD assumption?
>>>>> >
>>>>> >Still kickin' Paris around,
>>>>> >Tom
>>>>> >
>>>>> >  "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
>>>>> >news:472e82a3$1@linux...
>>>>> >
>>>>> >  Neil, thanks for your response. see my answers interleaved below

>>>>> >  Rod
>>>>> >  "Neil" <OIU@I.com> wrote:
>>>>> >  >
>>>>> >  >This is weird... have you tried any of the following:
>>>>> >  >
>>>>> >  >1.) pan everything to center, and then see if it still shows up
>>>>> >  >on the left channel? or is the crackling then centered?
>>>>> >
>>>>> >  Everything Panned Ctr still Crackles
>>>>> >  >
>>>>> >  >2.) removing ALL plugins & EFX, and bouncing dry/clean like
>>>>> >  >that, with everything panned as you normally would for this
>>>>> >  >mix? This includes anything inserted across the 2-buss.
>>>>> >
>>>>> >  Bounce with No FX (Auxes, both internal and external) still =
>>>>>Crackles
>>>>> >
>>>>> >  Bounce with no plugs...this does produce a crackle free bounce.
>I
>>>=
>>>>>=3D
>>>>> >tried this
>>>>> >  the first time it happened a couple weeks ago, and thought I had
>>it
>>>>=
>>>>> =3D
>>>>> >narrowed
>>>>> >  down to the UAD plugs. I re-ghosted to a sys version that had an
>>=
>>>>>=3D
>>>>> >earlier
>>>>> >  UAD install (can't remember the number, it had the Helios, but
not
>>>>=
>>>>>the
>>>>> =3D
>>>>> >Neve
>>>>> >  88)and the crackles went away, so I thought it was a software rev
>>>=
>>>>>that
>>>>> =3D
>>>>> >Paris
>>>>> >  didn't like, but just to be sure I reloaded the new version of
the
>>>>=
>>>>>UAD
>>>>> =3D
>>>>> >software

>>>>> > (the one with the Neve 88)  and it still didn't crackle. At that
>>=
>>>>>point
>>>>> =3D
>>>>> >I
>>>>> > thought it might be something else altogether and since I am in
>the
>>>>=
>>>>>=3D
>>>>> >middle
>>>>> > of a mixing project that I'm using the Neve 88 plug on a lot (love
>>>>=
>>>>>=3D
>>>>> >what it
>>>>> > does) I just went for it, listening closely to bounces. I actually
>>>>=
>>>>>did
>>>>> =3D
>>>>> >2
>>>>> > bounces of every mix and listened back to both at the same time,
>>=
>>>>>out =3D
>>>>> >of phase
>>>>> > with each other, to hear the difference, since the crackles =
>>>>>appeared =3D
>>>>> >to be
>>>>> > random.) There were maybe 1 or 2 crackles per song on a couple
=
>>>>>songs,
>>>>> =3D
>>>>> >and
>>>>> > no crackles on the other 3 (that I've done so far). I'm wondering
>>>=
>>>>>now
>>>>> =3D
>>>>> >if
>>>>> > it is a UAD rev problem that only shows up after some wear and
tear
>>>>=
>>>>>on
>>>>> =3D
>>>>> >the
>>>>> > sys. I'm going to re-ghost and re-load the=3D20
>>>>> > UAD software (Neve 88 ver) tommorrow and see what happens.
>>>>> > Just to reiterate...when I did a spdif bounce, even with my system
>>>>=
>>>>>as
>>>>> =3D

>>>>> >it
>>>>> > is tonight, there are no crackles. That's wierd. Also the crackles
>>>>=
>>>>>=3D
>>>>> >never
>>>>> > show till listening to the bounced file.
>>>>> > >
>>>>> > >3.) can you determine where the crackle rears it's ugly head?
>>>>> > >IOW, is it constant, more or less, or is it intermittent? If
>>>>> > >it's intermittent, does it seem to coincide with any particular
>>>>> > >instrument or track? For example, could it be a particular
>>>>> > >plugin on the - let's say - cowbell track, which occurs though
>>>>> > >most of the song, but not on the (confounded) bridge?
>>>>> >
>>>>> > totally random...not in anyway associated with a particular =3D
>>>>> >instrument. Fairly
>>>>> > study though, like a bowl of rice crispies.
>>>>> > >
>>>>> > >4.) mute/disconnect the right channel when listening back to
>>>>> > >the crackle-infested bounce to see if there's any pattern =
>>>>>that=3D20
>>>>> > >might apply to (3) above?
>>>>> >
>>>>> > none
>>>>> > >
>>>>> > >5.) Is the crackle happening on ALL systems? IOW, have you
>>>>> > >burned a CD of the bounced tracks & played it back on a home
>>>>> > >stereo, in your car, on headphones, etc? Is it possible that
>>>>> > >for some odd reason the crackle is due to something in your
>>>>> > >monitoring setup that isn't showing up on regular playback, but
>>>>> > >might be showing up on a rendered file?
>>>>> > This first came to my attention after I burned a CD of test mixes
>>>=
>>>>>for
>>>>> =3D
>>>>> >the
>>>>> > client and he called me after he got home and listened on his =
>>>>>system =3D
>>>>> >(this
>>>>> > was an audio CD)so I would say it happens on all systems...but
I
>>=
>>>>>=3D
>>>>> >havn't burnt
>>>>> > another CD yet.
>>>>> > It does happen on my NS 10's as well as my Mackie  824's. The 824's
>>>>=
>>>>>=3D

>>>>> >are hooked
>>>>> > up thru the spdif out of the mec to a DAC-1 to a PVC passive volume
>>>>=
>>>>>=3D
>>>>> >control.
>>>>> > The NS 10's are hooked up thru 2 analogue outs from the Mec into
>>a
>>>>=
>>>>>GFA
>>>>> =3D
>>>>> >power
>>>>> > amp. Crackles exisist on the left channel on both sets of speakers.
>>>>> > >
>>>>> > >6.) What happens when you open up an older project that you
>>>>> > >DIDN'T have this problem on...? If you do a bounce with that,
>>>>> > >does it sound as it did before, or does it now have the
>>>>> > >crackles in it?
>>>>> >
>>>>> > Not nearly as bad...No study diet of rice crispies, but there were
>>>>=
>>>>>a =3D
>>>>> >couple
>>>>> > of crackles (random, I bounced twice and listend to both mixes
out
>>>>=
>>>>>of
>>>>> =3D
>>>>> >phase,
>>>>> > set markers at the crackles, and verified by listening one at a
>=
>>>>>time)
>>>>> =3D
>>>>> >This
>>>>> > also leads me to believe it's some sort of ppj corruption brought
>>>=
>>>>>on =3D
>>>>> >by the
>>>>> > UAD stuff, only it happens over time, but I haven't been able to
>>=
>>>>>=3D
>>>>> >verify this
>>>>> > yet.
>>>>> > >
>>>>> > >7.) Have you tried physically swapping your left speaker with
>>>>> > >your right speaker?
>>>>> > swapping speakers make no difference, swapping the cables leading
>>>=
>>>>>to =3D

>>>>> >the
>>>>> > speakers makes it happen in the right speaker.
>>>>> > >
>>>>> > >Just trying to think of things to try & narrow it down by
>>>>> > >process of elimination.
>>>>> >
>>>>> > I appreciate your thought process. If this makes a light go off
>for
>>>>=
>>>>>=3D
>>>>> >you,
>>>>> > please let me know.
>>>>> > >
>>>>> > >Can you e-mail me an mp3 file of any song or songs that it's
>>>>> > >doing this on? If so, send it to:   neil  DOT henderson AT
>>>>> > >sbcglobal DOT net   I'd be curious as to what it sounds like.
>>>>> >
>>>>> > will Do
>>>>> > >
>>>>> > >Neil
>>>>> > >
>>>>> > >
>>>>> > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>>>> > >>
>>>>> > >>OK..I got everything hooked backk up and sure enough, the crackle
>>>>=
>>>>>is
>>>>> =3D
>>>>> >back
>>>>> > >>on bounce to disk...in the left channel only, same as always.
>I
>>>=
>>>>>=3D
>>>>> >tried panning
>>>>> > >>everything oppisite, crackle, tried lowering levels, crackle.
>>>>> > >>When I took all the tracks off the submixes except for the drums
>>>>=
>>>>>on
>>>>> =3D
>>>>> >submix
>>>>> > >>1, there were NO crackles. There were also NO crackles when =
>>>>>bouncing
>>>>> =3D
>>>>> >audio
>>>>> > >>from any submix by itself.=3D20
>>>>> > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice from
>>>>=
>>>>>=3D

>>>>> >Aaron)
>>>>> > >rendering
>>>>> > >>some of the tracks to 16 bit. I rendered all the drums (15 =
>>>>>tracks) =3D
>>>>> >and
>>>>> > 5
>>>>> > >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles
>>=
>>>>>came
>>>>> =3D
>>>>> >back
>>>>> > >>when bouncing the entire mix. That's where I'm at. I can always
>>>=
>>>>>do =3D
>>>>> >the
>>>>> > spdif
>>>>> > >>bounce method...it's a real hassle because of the way my =
>>>>>moitoring =3D
>>>>> >and
>>>>> > work
>>>>> > >>flow is, but it's doable, and seems to work, but I'd like to
get
>>>>=
>>>>>=3D
>>>>> >this thing
>>>>> > >>figured out.=3D20
>>>>> > >>I've had it for today. Going to crash.
>>>>> > >>Rod
>>>>> > >>"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:
>>>>> > >>>
>>>>> > >>>Well, I THOUGHT I had my "bounce to disk" crackles whipped,
but
>>>>=
>>>>>=3D
>>>>> >they came
>>>>> > >>>back. This time I re-patched and did a spdif bounce and that
>=
>>>>>seemed
>>>>> =3D
>>>>> >to
>>>>> > >cure
>>>>> > >>>it. I havn't tried it yet with bounce to disk to verify that
>the
>>>>=
>>>>>=3D
>>>>> >crackling
>>>>> > >>>comes back, but I bet it will. I wonder what could be causing
>>=

---

>>>>>this?
>>>>> =3D
>>>>> >The
>>>>> > >>last
>>>>> > >>>time I did a fresh install of my system (via ghost) and it =
>>>>>seemed =3D
>>>>> >to get
>>>>> > >>>rid of it, for a while. I'm going to try a bounce to disk and
>>=
>>>>>see =3D
>>>>> >if the
>>>>> > >>>crackles return.
>>>>> > >>>The way my system is set up, because of space limitations, and
>>>=
>>>>>the
>>>>> =3D
>>>>> >fact
>>>>> > >>that
>>>>> > >>>I have to have my drums basically in the mix position (facing
>>=
>>>>>the =3D
>>>>> >other
>>>>> > >>way)
>>>>> > >>>makes it A FREAKIN PITA to crawl behind the gear and unplug
the
>>>=
>>>>>=3D
>>>>> >spdif
>>>>> > cable
>>>>> > >>>going to the DAC-1 and re-patch a cable loop. I accidently =3D
>>>>> >unplugged something
>>>>> > >>>while doing it, and had to rip abouat half the system out to
>=
>>>>>find =3D
>>>>> >it.
>>>>> > ERRRRRRRRRRRRRRRR!
>>>>> > >>>Rod
>>>>> > >>
>>>>> > >
>>>>> >
>>>>> >
>>>>> >
>>>>> >I choose Polesoft Lockspam to fight spam, and you?
>>>>> >http://www.polesoft.com/refer.html  =20
>>>>> >
>>>>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>>> ><HTML><HEAD>
>>>>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D

>>>>> >charset=3D3Diso-8859-1">
>>>>> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>>>> ><STYLE></STYLE>
>>>>> ></HEAD>
>>>>> ><BODY bgColor=3D3D#ffffff>
>>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Hey Rod,</FONT></DIV>
>>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Do the crackles repeat =
>>>>>themselves in =3D
>>>>> >exactly the=3D20
>>>>> >same places</FONT></DIV>
>>>>> ><DIV><FONT face=3D3DArial size=3D3D2>on play back? If not, I'd look
>>>=
>>>>>at =3D
>>>>> >
>>>>> >hardware. Do they show up</FONT></DIV>
>>>>> ><DIV><FONT face=3D3DArial size=3D3D2>in the waveform or are they
to
>>>=
>>>>>low in =3D
>>>>> >level? =3D20
>>>>> ></FONT></DIV>
>>>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>>> ><DIV><FONT face=3D3DArial size=3D3D2>If you suspect hardware I'd
=
>>>>>think CPU,
>>>>> =3D
>>>>> ></FONT><FONT=3D20
>>>>> >face=3D3DArial size=3D3D2>fan (make it cold!) or</FONT></DIV>
>>>>> ><DIV><FONT face=3D3DArial size=3D3D2>power supply. Not in that =3D
>>>>> >order. Start=3D20
>>>>> >with </FONT><FONT face=3D3DArial size=3D3D2>the cheapest fixes =3D
>>>>> >first.</FONT></DIV>
>>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Maybe you were right way back
>>=
>>>>>with the
>>>>> =3D
>>>>> >bad UAD=3D20
>>>>> >assumption?</FONT></DIV>
>>>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Still kickin' Paris =3D
>>>>> >around,</FONT></DIV>
>>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>>>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>>> ><BLOCKQUOTE=3D20
>>>>> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
>>>=
>>>>>=3D
>>>>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

>>>>> > <DIV>"Rod Lincoln" <<A=3D20
>>>>> > =3D
>>>>> =
>>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>>>>&g=3D
>>>>> >t;=3D20
>>>>> > wrote in message <A=3D20
>>>>> > =3D
>>>>> =
>>>>>href=3D3D"news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>N=
>>>>>eil=3D
>>>>> >,=3D20
>>>>> > thanks for your response. see my answers interleaved =3D
>>>>> >below<BR>Rod<BR>"Neil"=3D20
>>>>> > <<A href=3D3D"mailto:OIU@I.com">OIU@I.com</A>> =3D
>>>>> >wrote:<BR>>>This is=3D20
>>>>> > weird... have you tried any of the following:<BR>><BR>>1.) pan=3D20
>>>>> > everything to center, and then see if it still shows up<BR>>>on
the
>>>>=
>>>>>=3D
>>>>> >left=3D20
>>>>> > channel? or is the crackling then centered?<BR><BR>Everything =
>>>>>Panned =3D
>>>>> >Ctr still=3D20
>>>>> > Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D
>>>>> >bouncing=3D20
>>>>> > dry/clean like<BR>>that, with everything panned as you normally
>=3D3D
>>>>> >would for=3D20
>>>>> > this<BR>>mix? This includes anything inserted across the=3D20
>>>>> > 2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and =
>>>>>external) =3D
>>>>> >still=3D20
>>>>> > Crackles<BR><BR>Bounce with no plugs...this does produce a crackle
>>>>=
>>>>>=3D
>>>>> >free=3D20
>>>>> > bounce. I tried this<BR>the first time it happened a couple weeks
>>>=
>>>>>ago,
>>>>> =3D
>>>>> >and=3D20
>>>>> > thought I had it narrowed<BR>down to the UAD plugs. I re-ghosted
>>=
>>>>>=3D
>>>>> >to a=3D20
>>>>> > sys version that had an earlier<BR>UAD install (can't remember

the
>>>>=
>>>>>=3D
>>>>> >number, it=3D20
>>>>> > had the Helios, but not the Neve<BR>88)and the crackles went away,
>>>>=
>>>>>so
>>>>> =3D
>>>>> >I=3D20
>>>>> > thought it was a software rev that Paris<BR>didn't like, but just
>>>=
>>>>>to =3D
>>>>> >be sure I=3D20
>>>>> > reloaded the new version of the UAD software<BR>(the one with the
>>>=
>>>>>Neve
>>>>> =3D
>>>>> >
>>>>> > 88) and it still didn't crackle. At that point I<BR>thought it
=3D
>>>>> >might be=3D20
>>>>> > something else altogether and since I am in the middle<BR>of a
=
>>>>>mixing
>>>>> =3D
>>>>> >project=3D20
>>>>> > that I'm using the Neve 88 plug on a lot (love what it<BR>does)
>I
>>>=
>>>>>just
>>>>> =3D
>>>>> >went=3D20
>>>>> > for it, listening closely to bounces. I actually did 2<BR>bounces
>>>=
>>>>>of =3D
>>>>> >every mix=3D20
>>>>> > and listened back to both at the same time, out of phase<BR>with
>>=
>>>>>each
>>>>> =3D
>>>>> >other,=3D20
>>>>> > to hear the difference, since the crackles appeared to =
>>>>>be<BR>random.)
>>>>> =3D
>>>>> >There=3D20
>>>>> > were maybe 1 or 2 crackles per song on a couple songs, and<BR>no
>>=
>>>>>=3D

>>>>> >crackles on=3D20
>>>>> > the other 3 (that I've done so far). I'm wondering now if<BR>it
>is
>>>>=
>>>>>a =3D
>>>>> >UAD rev=3D20
>>>>> > problem that only shows up after some wear and tear on the<BR>sys.
>>>>=
>>>>>I'm
>>>>> =3D
>>>>> >going=3D20
>>>>> > to re-ghost and re-load the <BR>UAD software (Neve 88 ver) =
>>>>>tommorrow =3D
>>>>> >and see=3D20
>>>>> > what happens.<BR>Just to reiterate...when I did a spdif bounce,
>=
>>>>>even =3D
>>>>> >with my=3D20
>>>>> > system as it<BR>is tonight, there are no crackles. That's wierd.
>>=
>>>>>Also
>>>>> =3D
>>>>> >the=3D20
>>>>> > crackles never<BR>show till listening to the bounced =3D
>>>>> >file.<BR>>3.)=3D20
>>>>> > can you determine where the crackle rears it's ugly head?<BR>>IOW,
>>>>=
>>>>>=3D
>>>>> >is it=3D20
>>>>> > constant, more or less, or is it intermittent? If<BR>>it's =3D
>>>>> >intermittent,=3D20
>>>>> > does it seem to coincide with any particular<BR>>instrument or
=3D
>>>>> >track? For=3D20
>>>>> > example, could it be a particular<BR>>plugin on the - let's say
>-
>>>=
>>>>>=3D
>>>>> >cowbell=3D20
>>>>> > track, which occurs though<BR>>most of the song, but not on =
>>>>>the=3D20
>>>>> > (confounded) bridge?<BR><BR>totally random...not in anyway =
>>>>>associated
>>>>> =3D
>>>>> >with a=3D20
>>>>> > particular instrument. Fairly<BR>study though, like a bowl of =
>>>>>rice=3D20
>>>>> > crispies.<BR><BR>4.) mute/disconnect the right channel when =3D

>>>>> >listening=3D20
>>>>> > back to<BR>>the crackle-infested bounce to see if there's any =3D
>>>>> >pattern that=3D20
>>>>> > <BR>>might apply to (3) above?<BR><BR>none<BR>><BR>>5.) Is =3D
>>>>> >the=3D20
>>>>> > crackle happening on ALL systems? IOW, have you<BR>>burned a CD
>of
>>>>=
>>>>>=3D
>>>>> >the=3D20
>>>>> > bounced tracks & played it back on a home<BR>>stereo, in your =3D
>>>>> >car, on=3D20
>>>>> > headphones, etc? Is it possible that<BR>>for some odd reason the
>>=
>>>>>=3D
>>>>> >crackle is=3D20
>>>>> > due to something in your<BR>>monitoring setup that isn't showing
>>up
>>>>=
>>>>>=3D
>>>>> >on=3D20
>>>>> > regular playback, but<BR>>might be showing up on a rendered =3D
>>>>> >file?<BR>This=3D20
>>>>> > first came to my attention after I burned a CD of test mixes for
>>=
>>>>>=3D
>>>>> >the<BR>client=3D20
>>>>> > and he called me after he got home and listened on his system =3D
>>>>> >(this<BR>was an=3D20
>>>>> > audio CD)so I would say it happens on all systems...but I =
>>>>>havn't=3D20
>>>>> > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as well
>>as
>>>>=
>>>>>my
>>>>> =3D
>>>>> >
>>>>> > Mackie 824's. The 824's are hooked<BR>up thru the spdif out of
>=3D
>>>>> >the mec=3D20
>>>>> > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are
>=
>>>>>hooked
>>>>> =3D
>>>>> >up thru=3D20
>>>>> > 2 analogue outs from the Mec into a GFA power<BR>amp. Crackles
>=
>>>>>exisist

>>>>> =3D
>>>>> >on the=3D20
>>>>> > left channel on both sets of speakers.<BR>><BR>>6.) What happens
>>= 
>>>>>=3D
>>>>> >when=3D20
>>>>> > you open up an older project that you<BR>>DIDN'T have this problem
>>>>=
>>>>>=3D
>>>>> >on...?=3D20
>>>>> > If you do a bounce with that,<BR>>does it sound as it did before,
>>>=
>>>>>=3D
>>>>> >or does=3D20
>>>>> > it now have the<BR>>crackles in it?<BR><BR>Not nearly as bad...No
>>>=
>>>>>=3D
>>>>> >study=3D20
>>>>> > diet of rice crispies, but there were a couple<BR>of crackles =
>>>>>(random,
>>>>> =3D
>>>>> >I=3D20
>>>>> > bounced twice and listen to both mixes out of phase,<BR>set =
>>>>>markers =3D
>>>>> >at the=3D20
>>>>> > crackles, and verified by listening one at a time) This<BR>also
>=
>>>>>leads
>>>>> =3D
>>>>> >me to=3D20
>>>>> > believe it's some sort of ppj corruption brought on by the<BR>UAD
>>>=
>>>>>=3D
>>>>> >stuff, only=3D20
>>>>> > it happens over time, but I haven't been able to verify=3D20
>>>>> > this<BR>yet.<BR>><BR>>7.) Have you tried physically swapping =3D
>>>>> >your left=3D20
>>>>> > speaker with<BR>>your right speaker?<BR>swapping speakers make
=
>>>>>no=3D20
>>>>> > difference, swapping the cables leading to the<BR>speakers makes
>>it
>>>>=
>>>>>=3D
>>>>> >happen in=3D20
>>>>> > the right speaker.<BR>><BR>>Just trying to think of things to =3D
>>>>> >try &=3D20
>>>>> > narrow it down by<BR>>process of elimination.<BR><BR>I appreciate

>>>=
>>>>>=3D
>>>>> >your=3D20
>>>>> > thought process. If this makes a light go off for you,<BR>please
>>=
>>>>>let =3D
>>>>> >me=3D20
>>>>> > know.<BR>><BR>>Can you e-mail me an mp3 file of any song or =3D
>>>>> >songs that=3D20
>>>>> > it's<BR>doing this on? If so, send it to: neil =3D
>>>>> >DOT=3D20
>>>>> > henderson AT<BR>sbcglobal DOT net I'd be curious as to =3D
>>>>> >what it=3D20
>>>>> > sounds like.<BR><BR>will =3D
>>>>> >Do<BR>><BR>>Neil<BR>><BR>><BR>>"Rod=3D20
>>>>> > Lincoln" <<A=3D20
>>>>> > =3D
>>>>> =
>>>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>>>>>&g=3D
>>>>> >t;=3D20
>>>>> > wrote:<BR>><BR>>>OK..I got everything hooked backk up and =3D
>>>>> >sure=3D20
>>>>> > enough, the crackle is back<BR>>>on bounce to disk...in the left
>>=
>>>>>=3D
>>>>> >channel=3D20
>>>>> > only, same as always. I tried panning<BR>>>everything oppisite,
>=3D3D
>>>>> >crackle,=3D20
>>>>> > tried lowering levels, crackle.<BR>>>When I took all the tracks
>=3D3D
>>>>> >off the=3D20
>>>>> > submixes except for the drums on submix<BR>>>1, there were NO =3D
>>>>> >crackles.=3D20
>>>>> > There were also NO crackles when bouncing audio<BR>>>from any =3D
>>>>> >submix by=3D20
>>>>> > itself. <BR>>>This is a 24 bit mix with 24 bit tracks, so I =3D
>>>>> >tried=3D20
>>>>> > (advice from Aaron)<BR>rendering<BR>>>some of the tracks to =3D
>>>>> >16 bit.=3D20
>>>>> > I rendered all the drums (15 tracks) and<BR>5<BR>>>other tracks
>=3D3D
>>>>> >to 16=3D20
>>>>> > bit, leaving 10 tracks at 24 bit...Crackles came back<BR>>>when
>=3D3D
>>>>> >bouncing=3D20
>>>>> > the entire mix. That's where I'm at. I can always do=3D20

>>>>> > the<BR>spdif<BR>>>>bounce method...it's a real hassle because of
>=3D
>>>>> >the way=3D20
>>>>> > my moitoring and<BR>work<BR>>>>flow is, but it's doable, and =3D
>>>>> >seems to=3D20
>>>>> > work, but I'd like to get this thing<BR>>>>figured out. =3D
>>>>> ><BR>>>>I've=3D20
>>>>> > had it for today. Going to crash.<BR>>>>Rod<BR>>>>"Rod =3D
>>>>> >Lincoln"=3D20
>>>>> > <<A=3D20
>>>>> > =3D
>>>>> =
>>>>>>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com<=
>>>>>/A>=3D
>>>>> >>=3D20
>>>>> > wrote:<BR>>>><BR>>>>Well, I THOUGHT I had my "bounce =3D
>>>>> >to=3D20
>>>>> > disk" crackles whipped, but they came<BR>>>>back. This time I =3D
>>>>> >
>>>>> > re-patched and did a spdif bounce and that seemed=3D20
>>>>> > to<BR>>cure<BR>>>>it. I havn't tried it yet with bounce to =3D
>>>>> >disk to=3D20
>>>>> > verify that the crackling<BR>>>>comes back, but I bet it =3D
>>>>> >will. I=3D20
>>>>> > wonder what could be causing this? =3D
>>>>> >The<BR>>>>last<BR>>>>time I=3D20
>>>>> > did a fresh install of my system (via ghost) and it seemed to=3D20
>>>>> > get<BR>>>>rid of it, for a while. I'm going to try a bounce =3D
>>>>> >to disk=3D20
>>>>> > and see if the<BR>>>>crackles return.<BR>>>>The way =3D
>>>>> >my=3D20
>>>>> > system is set up, because of space limitations, and the=3D20
>>>>> > fact<BR>>>>that<BR>>>>I have to have my drums basically =3D
>>>>> >in the=3D20
>>>>> > mix position (facing the other<BR>>>>way)<BR>>>>makes it =3D
>>>>> >A=3D20
>>>>> > FREAKIN PITA to crawl behind the gear and unplug the=3D20
>>>>> > spdif<BR>cable<BR>>>>going to the DAC-1 and re-patch a cable =3D
>>>>> >loop. I=3D20
>>>>> > accidently unplugged something<BR>>>>while doing it, and had =3D
>>>>> >to rip=3D20
>>>>> > abouat half the system out to find=3D20
>>>>> > =3D
>>>>> >it.<BR>ERRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>>>><BR>>><BR></BLO=3D
>>>>> >CKQUOTE>
>>>>> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight
>=
>>>>>spam, =3D

---

>>>>> >and=3D20
>>>>> >you?<BR><A=3D20
>>>>> =
>>>>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>>>>>fer=3D
>>>>> >.html</A> </FONT></DIV></BODY></HTML>
>>>>> >
>>>>> >
>>>>>
>>>>>
>>>>><!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><FONT face=3DArial size=3D2>Okay Rod,</FONT></DIV>
>>>>><DIV>
>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>How about
>one
>>>>=
>>>>>track with=20
>>>>>the UAD plugs</FONT></DIV>
>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>that has
a
>>=
>>>>>few rough spots=20
>>>>>that are amplified</FONT></DIV>
>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>by the plugin
>>>>=
>>>>>
>>>>>set?</FONT></DIV>
>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =

>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 size=3D2>Mute one
=
>>>>>track at a time to=20

>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>>>size=3D2>???</FONT></DIV>
>>>>><DIV><FONT face=3D"Comic Sans MS" color=3D#800000 =
>>>>>size=3D2>Tom</FONT></DIV></DIV>
>>>>><BLOCKQUOTE=20
>>>>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>>> <DIV>"Rod Lincoln" <<A=20

>>>>> =
>>>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>>>>t;=20
>>>>> wrote in message <A=20
>>>>> href=3D"news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I
>>>>=
>>>>>agree=20
>>>>> with you, except that when I play back an old project that =
>>>>>didn't<BR>have the=20
>>>>> problem, it doesn't crackl, even with more tracks and the same =
>>>>>plugs<BR>as the=20
>>>>> ppj's that crackle. <BR>Rod<BR>"Tom Bruhl" <<A=20
>>>>> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20
>>>>> wrote:<BR>><BR>><BR>>Hey Rod,<BR>>Do the crackles repeat=20

>>>>>not, I'd=20

>>>>>they to=20
>>>>> low in level? =3D20<BR>><BR>>If you suspect hardware I'd think =
>>>>>CPU, fan=20

>>>>>Start=20
>>>>> with the cheapest fixes first.<BR>>Maybe you were right way back =
>>>>>with the=20
>>>>> bad UAD assumption?<BR>><BR>>Still kickin' Paris=20

>>>>> =
>>>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>>>>t;=20
>>>>> wrote in message =

>>>>> thanks for your response. see my answers interleaved =

>>>>>href=3D"mailto:OIU@I.com">OIU@I.com</A>>=20

>>>>>tried=20

>>>>>everything=20

>>>>>left=20

>>>>>Everything=20

>>>>>removing=20

>>>>>>that,=20

>>>>>>mix?=20
>>>>> This includes anything inserted across the =

>>>>> Bounce with No FX (Auxes, both internal and external) still=20

>>>>>produce a=20

>>>>>time it=20


>>>>>to a sys=20

>>>>>(can't remember=20
>>>>> the number, it had the Helios, but not =

>>>>> 88)and the crackles went away, so I thought it was a software rev=20

>>>>>sure I=20
>>>>> reloaded the new version of the =



>>>>>

>>>>>mixing=20
>>>>> project that I'm using the Neve 88 plug on a lot (love =3D<BR>>what
>>=
>>>>>

>>>>>bounces. I=20

>>>>>listened=20

>>>>>with each=20
>>>>> other, to hear the difference, since the crackles appeared =
>>>>>=3D<BR>>to=20

>>>>>a=20

>>>>>3 (that=20

>>>>>is a UAD=20
>>>>> rev problem that only shows up after some wear and tear=20

>>>>>re-load=20

>>>>>what=20

---

>>>>>even=20

>>>>>no=20
>>>>> crackles. That's wierd. Also the crackles =

>>>>>>3.)=20
>>>>> can you determine where the crackle rears it's ugly =

>>>>> >IOW, is it constant, more or less, or is it intermittent? =

>>>>> >it's intermittent, does it seem to coincide with any=20

>>>>>it be a=20

>>>>>track, which=20

>>>>>(confounded)=20

>>>>>associated with a=20

>>>>>like a bowl=20

>>>>>mute/disconnect the=20

>>>>>crackle-infested=20

>>>>>apply to=20

>>>>>>5.)=20

>>>>> >burned a CD of the bounced tracks & played it back on a=20

>>>>>possible=20

>>>>>something in=20

>>>>>regular=20

>>>>>CD of=20

>>>>>after he=20

>>>>>an audio=20
>>>>> CD)so I would say it happens on all systems...but I =3D<BR>>havn't=20

>>>>>NS 10's=20

>>>>>  up thru the spdif out of the mec to a DAC-1 to a PVC passive volume=20

>>>>>analogue outs=20

>>>>>Crackles exisist=20


>>>>>  >6.) What happens when you open up an older project that =

>>>>>  >DIDN'T have this problem on...? If you do a bounce with=20

>>>>>have=20

>>>>>as=20
>>>>>  bad...No study diet of rice crispies, but there were a=20

>>>>>and listend=20

>>>>>the=20
>>>>>  crackles, and verified by listening one at a=20

>>>>>some sort=20

>>>>>stuff, only it=20
>>>>>  happens over time, but I haven't been able to =3D<BR>>verify=20

>>>>>you=20

>>>>>>your right=20

>>>>>the=20

>>>>>happen in the=20

>>>>>think of=20


>>>>>If this=20


>>>>>file of=20

>>>>>send it=20

>>>>>>sbcglobal DOT=20

>>>>>Lincoln"=20
>>>>> <<A=20
>>>>> =
>>>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>>>>>t;=20

>>>>>everything=20
>>>>> hooked backk up and sure enough, the crackle =

>>>>> >>on bounce to disk...in the left channel only, same as always. =
>>>>>l=20

>>>>>crackle,=20

>>>>>the=20
>>>>> tracks off the submixes except for the drums=20

>>>>>crackles. There=20


>>>>>a 24 bit=20
>>>>> mix with 24 bit tracks, so I tried (advice from =


>>>>>rendered=20

>>>>>
>>>>> >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles =
>>>>>

>>>>>mix.=20


>>>>>of the=20

>>>>>>>flow=20
>>>>> is, but it's doable, and seems to work, but I'd like to get =
>>>>>=3D<BR>>this=20

>>>>>>>I've had it=20

>>>>> >>"Rod Lincoln" <<A=20
>>>>> =
>>>>>href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A>=
>>>>>>=20

>>>>>THOUGHT I=20
>>>>>  had my "bounce to disk" crackles whipped, but =3D<BR>>they =

>>>>>  >>>back. This time I re-patched and did a spdif bounce and =
>>>>>that=20

>>>>>>>>it. I=20
>>>>>  havn't tried it yet with bounce to disk to verify that the=20

>>>>>it will. I=20


>>>>>my system=20

>>>>>>>>rid of it,=20
>>>>>  for a while. I'm going to try a bounce to disk and see =3D<BR>>if=20

>>>>>>>>The=20
>>>>>  way my system is set up, because of space limitations, and=20

>>>>>>>>I=20
>>>>>  have to have my drums basically in the mix position (facing the=20

>>>>>>>>makes it A=20
>>>>>  FREAKIN PITA to crawl behind the gear and unplug the=20

>>>>>to the=20
>>>>>  DAC-1 and re-patch a cable loop. I accidently =3D<BR>>unplugged=20

>>>>>abouat half=20


>>>>>Polesoft=20
>>>>>  Lockspam to fight spam, and=20

>>>>>  <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
>>>>>  Transitional//EN"><BR>><HTML><HEAD><BR>><META=20
>>>>>  http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>>>>>  =3D<BR>>charset=3D3Diso-8859-1"><BR>><META =
>>>>>content=3D3D"MSHTML=20
>>>>>  6.00.2800.1400"=20
>>>>>  =
>>>>>name=3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=
>>>>>D><BR>><BODY=20
>>>>>  bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial =
>>>>>size=3D3D2>Hey=20
>>>>>  Rod,</FONT></DIV><BR>><DIV><FONT =

>>>>>face=3D3DArial=20
>>>>> size=3D3D2>Do the crackles repeat themselves in =3D<BR>>exactly=20
>>>>> the=3D20<BR>>same =
>>>>>places</FONT></DIV><BR>><DIV><FONT=20
>>>>> face=3D3DArial size=3D3D2>on play back? If not, I'd look at=20
>>>>> =3D<BR>><BR>>hardware. Do they show=20
>>>>> up</FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
>>>>> size=3D3D2>in the waveform or are they to low in =3D<BR>>level?=20
>>>>> =3D20<BR>></FONT></DIV><BR>><DIV><FONT =
>>>>>face=3D3DArial=20
>>>>> size=3D3D2></FONT> </DIV><BR>><DIV><FONT =
>>>>>face=3D3DArial=20
>>>>> size=3D3D2>If you suspect hardware I'd think=20
>>>>> CPU,<BR>=3D<BR>></FONT><FONT=3D20<BR>>face=3D3DArial =
>>>>>size=3D3D2>fan=20
>>>>> (make it cold!) or</FONT></DIV><BR>><DIV><FONT =
>>>>>
>>>>> face=3D3DArial size=3D3D2>power supply. Not in that =
>>>>>=3D<BR>>order.=20
>>>>> Start=3D20<BR>>with </FONT><FONT face=3D3DArial =
>>>>>size=3D3D2>the=20
>>>>> cheapest fixes=20
>>>>> =3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=20
>>>>> face=3D3DArial size=3D3D2>Maybe you were right way back with=20
>>>>> the<BR>=3D<BR>>bad=20
>>>>> =
>>>>>UAD=3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=
>>>>>t;FONT=20
>>>>> face=3D3DArial size=3D3D2></FONT> =
>>>>></DIV><BR>><DIV><FONT=20
>>>>> face=3D3DArial size=3D3D2>Still kickin' Paris=20
>>>>> =3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =
>>>>>
>>>>> face=3D3DArial=20
>>>>> size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
>>>>> face=3D3DArial size=3D3D2></FONT>=20
>>>>> =
>>>>></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =
>>>>>0px;=20
>>>>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000
=
>>>>>2px solid;=20


>>>>> =
>>>>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>>>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

>>>>> =
>>>>>href=3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><BR>Neil=
>>>>>'>news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV>=

>>>>> thanks for your response. see my answers interleaved=20

>>>>><<A=20
>>>>> href=3D3D"<A=20
>>>>> =
>>>>>href=3D'mailto:OIU@I.com">OIU@I.com</A'>mailto:OIU@I.com">OIU@I.com<=
>>>>>;/A</A>>>=20
>>>>> =3D<BR>>wrote:<BR>><BR>>This =

>>>>> have you tried any of the following:<BR>><BR>>1.)=20

>>>>>shows=20

>>>>>is the=20
>>>>> crackling then centered?<BR><BR>Everything Panned =
>>>>>=3D<BR>>Ctr=20

>>>>>removing ALL=20

>>>>>dry/clean=20
>>>>> like<BR>>that, with everything panned as you normally =
>>>>>=3D<BR>>would=20

>>>>>inserted=20

>>>>>No FX=20
>>>>> (Auxes, both internal and external) =

>>>>> Crackles<BR><BR>Bounce with no plugs...this does produce a =
>>>>>crackle=20

>>>>>first time it=20

>>>>>thought I had it=20
>>>>> narrowed<BR>down to the UAD plugs. I re-ghosted =3D<BR>>to=20

>>>>>install (can't=20

>>>>>but not the=20
>>>>> Neve<BR>88)and the crackles went away, =

>>>>> thought it was a software rev that Paris<BR>didn't like, but =
>>>>>just to=20

>>>>>the UAD=20

>>>>>88) and it=20
>>>>>  still didn't crackle. At that point I<BR>thought it =
>>>>>=3D<BR>>might=20


>>>>>that I'm=20
>>>>>  using the Neve 88 plug on a lot (love what it<BR>does) I=20

>>>>>to bounces. I=20
>>>>>  actually did 2<BR>bounces of =3D<BR>>every =

>>>>>  listened back to both at the same time, out of phase<BR>with=20

>>>>>since the=20
>>>>>  crackles appeared to =

>>>>>  were maybe 1 or 2 crackles per song on a couple songs, and<BR>no =
>>>>>

>>>>>so far). I'm=20
>>>>>  wondering now if<BR>it is a =3D<BR>>UAD =

>>>>>  that only shows up after some wear and tear on the<BR>sys.=20

>>>>>
>>>>>  <BR>UAD software (Neve 88 ver) tommorow =3D<BR>>and=20

>>>>>I did a=20

>>>>>it<BR>is=20
>>>>>  tonight, there are no crackles. That's wierd.=20

>>>>>till=20
>>>>>  listening to the bounced=20

>>>>>you=20
>>>>>  determine where the crackle rears it's ugly head?<BR>>IOW,=20

>>>>>intermittent?=20

>>>>>it seem to=20
>>>>>  coincide with any particular<BR>instrument or =
>>>>>=3D<BR>>track?=20

>>>>>particular<BR>>plugin on=20

>>>>>occurs=20
>>>>> though<BR>>most of the song, but not on =

>>>>> (confounded) bridge?<BR><BR>totally random...not in anyway =
>>>>>

>>>>>instrument.=20

>>>>> crispies.<BR>><BR>>4.) mute/disconnect the right =
>>>>>channel=20

>>>>> crackle-infested bounce to see if there's any =3D<BR>>pattern=20

>>>>> above?<BR><BR>none<BR>><BR>>5.) Is=20

>>>>>IOW, have=20

>>>>>bounced tracks=20
>>>>> & played it back on a home<BR>>stereo, in your =
>>>>>=3D<BR>>car,=20

>>>>>that<BR>>for some=20

>>>>>something in=20
>>>>> your<BR>>monitoring setup that isn't showing up=20

>>>>>but<BR>>might be=20
>>>>> showing up on a rendered =

>>>>> came to my attention after I burned a CD of test mixes for=20

>>>>>after he got=20
>>>>> home and listened on his system =3D<BR>>(this<BR>>was=20

>>>>>systems...but I=20

>>>>>does happen=20

>>>>>The 824's=20
>>>>> are hooked<BR>up thru the spdif out of =3D<BR>>the =

>>>>> to a DAC-1 to a PVC passive volume control.<BR>The NS 10's are=20

>>>>>the Mec into=20
>>>>> a GFA power<BR>amp. Crackles exisist<BR>=3D<BR>>on =

>>>>> left channel on both sets of speakers.<BR>><BR>>6.) =

>>>>>What=20

>>>>>project that=20
>>>>>  you<BR>>DIDN'T have this problem =

>>>>>  you do a bounce with that,<BR>>does it sound as it did =
>>>>>before,=20

>>>>>the<BR>crackles in=20
>>>>>  it?<BR><BR>Not nearly as bad...No =

>>>>>  diet of rice crispies, but there were a couple<BR>of crackles=20

>>>>>to both=20
>>>>>  mixes out of phase,<BR>set markers =3D<BR>>at =

>>>>>  crackles, and verified by listening one at a time) This<BR>also=20

>>>>>ppj=20
>>>>>  corruption brought on by the<BR>UAD =3D<BR>>stuff,=20

>>>>>to=20

>>>>>this<BR>yet.<BR>><BR>>7.) Have=20

>>>>>speaker=20
>>>>>  with<BR>>your right speaker?<BR>swapping speakers make=20

>>>>>the right=20
>>>>>  speaker.<BR>><BR>>Just trying to think of things to=20

>>>>>by<BR>>process of=20
>>>>>  elimination.<BR><BR>I appreciate =

>>>>>  thought process. If this makes a light go off for you,<BR>please =
>>>>>let=20

>>>>>you e-mail=20

>>>>>
>>>>>  it's<BR>>doing this on? If so, send it to: neil=20

>>>>>DOT net I'd=20

>>>>>  like.<BR><BR>will=20
>>>>>  =
>>>>>=3D<BR>>Do<BR>><BR>>Neil<BR>><BR>>=

>>>>> =
>>>>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>>>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

>>>>> wrote:<BR>>><BR>>>OK..I got everything hooked =
>>>>>backk up=20

>>>>> back<BR>>>on bounce to disk...in the left=20

>>>>> panning<BR>>>everything oppisite,=20

>>>>> crackle.<BR>>>When I took all the tracks =3D<BR>>off=20

>>>>> submix<BR>>>1, there were NO =

>>>>> There were also NO crackles when bouncing audio<BR>>>from =
>>>>>any=20

>>>>>is a 24 bit=20

>>>>>(advice from=20
>>>>> Aaron)<BR>>rendering<BR>>>some of the tracks to=20

>>>>>tracks)=20
>>>>> and<BR>5<BR>>>other tracks =3D<BR>>to =

>>>>> bit, leaving 10 tracks at 24 bit...Crackles came =
>>>>>back<BR>>>when=20

>>>>>I'm at. I can=20

>>>>>the<BR>spdif<BR>>>bounce=20
>>>>> method...it's a real hassle because of =3D<BR>>the =

>>>>> moitoring and<BR>work<BR>>>flow is, but it's doable, =
>>>>>and=20

>>>>> thing<BR>>>figured out.=20

>>>>>Going to=20
>>>>> crash.<BR>>>Rod<BR>>>"Rod=20

>>>>> =3D<BR>>href=3D3D"<A=20
>>>>> =
>>>>>href=3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A'=
>>>>>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=

>>>>> wrote:<BR>>>>><BR>>>>>Well, I THOUGHT I =
>>>>>had my=20

>>>>>they=20

>>>>>re-patched=20

>>>>> to<BR>>cure<BR>>>>>it. I havn't tried it yet =
>>>>>with=20

>>>>> crackling<BR>>>>>comes back, but I bet it =
>>>>>=3D<BR>>will.=20

>>>>> =3D<BR>>The<BR>>>>last<BR>>>>>time=20

>>>>>it seemed=20

>>>>>I'm going=20

>>>>> the<BR>>>>>crackles return.<BR>>>>>The way =
>>>>>

>>>>>limitations,=20

>>>>>fact<BR>>>>that<BR>>>>>I=20

>>>>>mix position=20
>>>>> (facing the other<BR>>>>way)<BR>>>>>makes it=20

>>>>>and unplug=20

>>>>>to the=20

>>>>>accidently=20
>>>>> unplugged something<BR>>>>>while doing it, and had =
>>>>>=3D<BR>>to=20


>>>>> =
>>>>>=3D<BR>>it.<BR>ERRRRRRRRRRRRRRRR!<BR>>>>>Rod<BR=
>>>>>>>><BR>><BR></BLO=3D<BR>>CKQUOTE><BR>>=
>>>>>;<DIV><FONT=20
>>>>> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>>>>spam,=20
>>>>> =
>>>>>=3D<BR>>and=3D20<BR>>you?<BR><A=3D20<BR>>href=3D3D "<A=20
>>>>> =

>>>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>>>>=3D<BR>>.html</A>=20
>>>>> =
>>>>></FONT></DIV></BODY></HTML><BR>><BR>><BR></=
>>>>>BLOCKQUOTE></BODY></HTML>
>>>>>
>>>>>
>>>>
>>>
>>
>

---

## Subject: Re: Crackles are back...not on SPDIF though
Posted by Rod Lincoln on Tue, 06 Nov 2007 01:24:25 GMT

That makes sense, but why does it only happen when I start using the latest
UAD software, and then only after some time and banging about? Still, you
may be right. I won't be able to check this out probably for a week.
Rod
"Tom Bruhl" <arpegio@comcast.net> wrote:
>
>
>Rod,
>If SPDIF is always a clean bounce then I suspect hardware for sure.
>I'd say ribbon connectors between the cards or points on the EDS card.
>Maybe a bad EDS card.
>Tom
>
>
>
> "Neil" <OIU@OIU.com> wrote in message news:472f5dde$1@linux...
>
> You know, the only other thing I can think of is that it's an
> input overload problem with one of your UAD plugins. Consider
> trying this: Get a simple VST gain plugin like this one:
>
> http://www.gvst.co.uk/dl070421/GGain-GJ.zip
>
> Insert it BEFORE every UAD plugin you're using, dropping the
> gain by let's say 5db, then on the UAD plug's output, make up
> the 5db difference.
>
> Neil
>
>

>
>
> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
> >
> >Yeah, I did that when this initially started, a couple weeks ago.
> >Rod
> >"Neil" <OIU@IOU.com> wrote:
> >>
> >>And you've already done the usual stuff like removing your EDS
> >>cards, cleaning off the contacts & re-seating them, etc?
> >>
> >>Neil
> >>
> >>
> >>
> >>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
> >>>
> >>>Tom, I've already done that. It's not that. It's definiatly =
>something
> that
> >>>only shows up on the bounced to disk file. Also it's totally random
=
>and
> >>not
> >>>at all related to any single audio event.=20
> >>>Rod
> >>>"Tom Bruhl" <arpegio@comcast.net> wrote:
> >>>>
> >>>>
> >>>>Okay Rod,
> >>>>How about one track with the UAD plugs
> >>>>that has a few rough spots that are amplified
> >>>>by the plugin set?
> >>>>
> >>>>Mute one track at a time to find it.  PITA for sure.
> >>>>???
> >>>>Tom
> >>>>  "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
> >>>>news:472f2455$1@linux...
> >>>>
> >>>>  I agree with you, except that when I play back an old project =
>that
> =3D
> >>>>didn't
> >>>>  have the problem, it doesn't crackl, even with more tracks and =
>the
> =3D
> >>>>same plugs

> >>>> as the ppj's that crackle.=3D20
> >>>> Rod
> >>>> "Tom Bruhl" <arpegio@comcast.net> wrote:
> >>>> >
> >>>> >
> >>>> >Hey Rod,
> >>>> >Do the crackles repeat themselves in exactly the same places
> >>>> >on play back?  If not, I'd look at hardware.  Do they show up
> >>>> >in the waveform or are they to low in level? =3D3D20
> >>>> >
> >>>> >If you suspect hardware I'd think CPU, fan (make it cold!) or
> >>>> >power supply.  Not in that order.  Start with the cheapest =
>fixes =3D
> >>>>first.
> >>>> >Maybe you were right way back with the bad UAD assumption?
> >>>> >
> >>>> >Still kickin' Paris around,
> >>>> >Tom
> >>>> >
> >>>> >  "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
>=3D3D
> >>>> >news:472e82a3$1@linux...
> >>>> >
> >>>> > Neil, thanks for your response. see my answers interleaved =
>below
> >>>> > Rod
> >>>> > "Neil" <OIU@I.com> wrote:
> >>>> > >
> >>>> > >This is weird... have you tried any of the following:
> >>>> > >
> >>>> > >1.) pan everything to center, and then see if it still shows
=
>up
> >>>> > >on the left channel? or is the crackling then centered?
> >>>> >
> >>>> > Everything Panned Ctr still Crackles
> >>>> > >
> >>>> > >2.) removing ALL plugins & EFX, and bouncing dry/clean like
> >>>> > >that, with everything panned as you normally would for this
> >>>> > >mix? This includes anything inserted across the 2-buss.
> >>>> >
> >>>> > Bounce with No FX (Auxes, both internal and external) still =
>=3D
> >>>>Crackles
> >>>> >
> >>>> > Bounce with no plugs...this does produce a crackle free =
>bounce.
> I

> >>=3D
> >>>>=3D3D
> >>>>  >tried this
> >>>>  >  the first time it happened a couple weeks ago, and thought I
=
>had
> >it
> >>>=3D
> >>>>  =3D3D
> >>>>  >narrowed
> >>>>  >  down to the UAD plugs. I re-ghosted to a sys version that had
=
>an
> >=3D
> >>>>=3D3D
> >>>>  >earlier
> >>>>  >  UAD install (can't remember the number, it had the Helios, =
>but not
> >>>=3D
> >>>>the
> >>>>  =3D3D
> >>>>  >Neve
> >>>>  >  88)and the crackles went away, so I thought it was a software
=
>rev
> >>=3D
> >>>>that
> >>>>  =3D3D
> >>>>  >Paris
> >>>>  >  didn't like, but just to be sure I reloaded the new version =
>of the
> >>>=3D
> >>>>UAD
> >>>>  =3D3D
> >>>>  >software
> >>>>  >  (the one with the Neve 88)  and it still didn't crackle. At =
>that
> >=3D
> >>>>point
> >>>>  =3D3D
> >>>>  >I
> >>>>  >  thought it might be something else altogether and since I am
=
>in
> >  the
> >>>=3D
> >>>>=3D3D
> >>>>  >middle

---

> >>>> > of a mixing project that I'm using the Neve 88 plug on a lot
=
>(love
> >>>=3D
> >>>>=3D3D
> >>>> >what it
> >>>> > does) I just went for it, listening closely to bounces. I =
>actually
> >>>=3D
> >>>>did
> >>>> =3D3D
> >>>> >2
> >>>> > bounces of every mix and listened back to both at the same =
>time,
> >=3D
> >>>>out =3D3D
> >>>> >of phase
> >>>> > with each other, to hear the difference, since the crackles =
>=3D
> >>>>appeared =3D3D
> >>>> >to be
> >>>> > random.) There were maybe 1 or 2 crackles per song on a =
>couple =3D
> >>>>songs,
> >>>> =3D3D
> >>>> >and
> >>>> > no crackles on the other 3 (that I've done so far). I'm =
>wondering
> >>=3D
> >>>>now
> >>>> =3D3D
> >>>> >if
> >>>> > it is a UAD rev problem that only shows up after some wear =
>and tear
> >>>=3D
> >>>>on
> >>>> =3D3D
> >>>> >the
> >>>> > sys. I'm going to re-ghost and re-load the=3D3D20
> >>>> > UAD software (Neve 88 ver) tommorrow and see what happens.
> >>>> > Just to reiterate...when I did a spdif bounce, even with my =
>system
> >>>=3D
> >>>>as
> >>>> =3D3D
> >>>> >it
> >>>> > is tonight, there are no crackles. That's wierd. Also the =
>crackles

> >>>=3D
> >>>>=3D3D
> >>>> >never
> >>>> >  show till listening to the bounced file.
> >>>> > >
> >>>> > >3.) can you determine where the crackle rears it's ugly =
>head?
> >>>> > >IOW, is it constant, more or less, or is it intermittent? If
> >>>> > >it's intermittent, does it seem to coincide with any =
>particular
> >>>> > >instrument or track? For example, could it be a particular
> >>>> > >plugin on the - let's say - cowbell track, which occurs =
>though
> >>>> > >most of the song, but not on the (confounded) bridge?
> >>>> >
> >>>> >  totally random...not in anyway associated with a particular =
>=3D3D
> >>>> >instrument. Fairly
> >>>> >  study though, like a bowl of rice crispies.
> >>>> > >
> >>>> > >4.) mute/disconnect the right channel when listening back to
> >>>> > >the crackle-infested bounce to see if there's any pattern =
>=3D
> >>>>that=3D3D20
> >>>> > >might apply to (3) above?
> >>>> >
> >>>> >  none
> >>>> > >
> >>>> > >5.) Is the crackle happening on ALL systems? IOW, have you
> >>>> > >burned a CD of the bounced tracks & played it back on a home
> >>>> > >stereo, in your car, on headphones, etc? Is it possible that
> >>>> > >for some odd reason the crackle is due to something in your
> >>>> > >monitoring setup that isn't showing up on regular playback,
=
>but
> >>>> > >might be showing up on a rendered file?
> >>>> >  This first came to my attention after I burned a CD of test =
>mixes
> >>=3D
> >>>>for
> >>>> =3D3D
> >>>> >the
> >>>> >  client and he called me after he got home and listened on his
=
>=3D3D
> >>>>system =3D3D
> >>>> >(this
> >>>> >  was an audio CD)so I would say it happens on all =

>systems...but I
> >=3D
> >>>>=3D3D
> >>>> >havn't burnt
> >>>> > another CD yet.
> >>>> > It does happen on my NS 10's as well as my Mackie  824's. The
=
>824's
> >>>=3D
> >>>>=3D3D
> >>>> >are hooked
> >>>> > up thru the spdif out of the mec to a DAC-1 to a PVC passive
=
>volume
> >>>=3D
> >>>>=3D3D
> >>>> >control.
> >>>> > The NS 10's are hooked up thru 2 analogue outs from the Mec =
>into
> >a
> >>>=3D
> >>>>GFA
> >>>> =3D3D
> >>>> >power
> >>>> > amp. Crackles exisist on the left channel on both sets of =
>speakers.
> >>>> > >
> >>>> > >6.) What happens when you open up an older project that you
> >>>> > >DIDN'T have this problem on...? If you do a bounce with =
>that,
> >>>> > >does it sound as it did before, or does it now have the
> >>>> > >crackles in it?
> >>>> >
> >>>> > Not nearly as bad...No study diet of rice crispies, but there
=
>were
> >>>=3D
> >>>>a =3D3D
> >>>> >couple
> >>>> > of crackles (random, I bounced twice and listend to both =
>mixes out
> >>>=3D
> >>>>of
> >>>> =3D3D
> >>>> >phase,
> >>>> > set markers at the crackles, and verified by listening one at
=
>a

---

> =3D
> >>>>time)
> >>>> =3D3D
> >>>> >This
> >>>> > also leads me to believe it's some sort of ppj corruption =
>brought
> >>=3D
> >>>>on =3D3D
> >>>> >by the
> >>>> > UAD stuff, only it happens over time, but I haven't been able
=
>to
> >=3D
> >>>>=3D3D
> >>>> >verify this
> >>>> > yet.
> >>>> > >
> >>>> > >7.) Have you tried physically swapping your left speaker =
>with
> >>>> > >your right speaker?
> >>>> > swapping speakers make no difference, swapping the cables =
>leading
> >>=3D
> >>>>to =3D3D
> >>>> >the
> >>>> > speakers makes it happen in the right speaker.
> >>>> > >
> >>>> > >Just trying to think of things to try & narrow it down by
> >>>> > >process of elimination.
> >>>> >
> >>>> > I appreciate your thought process. If this makes a light go =
>off
> for
> >>>=3D
> >>>>=3D3D
> >>>> >you,
> >>>> > please let me know.
> >>>> > >
> >>>> > >Can you e-mail me an mp3 file of any song or songs that it's
> >>>> > >doing this on? If so, send it to:   neil  DOT henderson AT
> >>>> > >sbcglobal DOT net   I'd be curious as to what it sounds =
>like.
> >>>> >
> >>>> > will Do
> >>>> > >
> >>>> > >Neil
> >>>> > >
> >>>> > >

---

> >>>> > >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
> >>>> > >>
> >>>> > >>OK..I got everything hooked backk up and sure enough, the =
>crackle
> >>>=3D
> >>>>is
> >>>> =3D3D
> >>>> >back
> >>>> > >>on bounce to disk...in the left channel only, same as =
>always.
> I
> >>=3D
> >>>>=3D3D
> >>>> >tried panning
> >>>> > >>everything oppisite, crackle, tried lowering levels, =
>crackle.
> >>>> > >>When I took all the tracks off the submixes except for the
=
>drums
> >>>=3D
> >>>>on
> >>>> =3D3D
> >>>> >submix
> >>>> > >>1, there were NO crackles. There were also NO crackles when
=
>=3D
> >>>>bouncing
> >>>> =3D3D
> >>>> >audio
> >>>> > >>from any submix by itself.=3D3D20
> >>>> > >>This is a 24 bit mix with 24 bit tracks, so I tried (advice
=
>from
> >>>=3D
> >>>>=3D3D
> >>>> >Aaron)
> >>>> > >rendering
> >>>> > >>some of the tracks to 16 bit. I rendered all the drums (15
=
>=3D
> >>>>tracks) =3D3D
> >>>> >and
> >>>> > 5
> >>>> > >>other tracks to 16 bit, leaving 10 tracks at 24 =
>bit...Crackles
> >=3D
> >>>>came
> >>>> =3D3D

> >>>> >back
> >>>> > >>when bouncing the entire mix. That's where I'm at. I can =
>always
> >>=3D
> >>>>do =3D3D
> >>>> >the
> >>>> > spdif
> >>>> > >>bounce method...it's a real hassle because of the way my =
>=3D
> >>>>moitoring =3D3D
> >>>> >and
> >>>> > work
> >>>> > >>flow is, but it's doable, and seems to work, but I'd like =
>to get
> >>>=3D
> >>>>=3D3D
> >>>> >this thing
> >>>> > >>figured out.=3D3D20
> >>>> > >>I've had it for today. Going to crash.
> >>>> > >>Rod
> >>>> > >>"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote:
> >>>> > >>>
> >>>> > >>>Well, I THOUGHT I had my "bounce to disk" crackles =
>whipped, but
> >>>=3D
> >>>>=3D3D
> >>>> >they came
> >>>> > >>>back. This time I re-patched and did a spdif bounce and =
>that
> =3D
> >>>>seemed
> >>>> =3D3D
> >>>> >to
> >>>> > >cure
> >>>> > >>>it. I havn't tried it yet with bounce to disk to verify =
>that
> the
> >>>=3D
> >>>>=3D3D
> >>>> >crackling
> >>>> > >>>comes back, but I bet it will. I wonder what could be =
>causing
> >=3D
> >>>>this?
> >>>> =3D3D
> >>>> >The
> >>>> > >>last
> >>>> > >>>time I did a fresh install of my system (via ghost) and it

=
>=3D
> >>>>seemed =3D3D
> >>>> >to get
> >>>> > >>>rid of it, for a while. I'm going to try a bounce to disk
=
>and
> >=3D
> >>>>see =3D3D
> >>>> >if the
> >>>> > >>>crackles return.
> >>>> > >>>The way my system is set up, because of space limitations,
=
>and
> >>=3D
> >>>>the
> >>>> =3D3D
> >>>> >fact
> >>>> > >>that
> >>>> > >>>I have to have my drums basically in the mix position =
>(facing
> >=3D
> >>>>the =3D3D
> >>>> >other
> >>>> > >>way)
> >>>> > >>>makes it A FREAKIN PITA to crawl behind the gear and =
>unplug the
> >>>=3D
> >>>>=3D3D
> >>>> >spdif
> >>>> > cable
> >>>> > >>>going to the DAC-1 and re-patch a cable loop. I accidently
=
>=3D3D
> >>>> >unplugged something
> >>>> > >>>while doing it, and had to rip abouat half the system out
=
>to
> =3D
> >>>>find =3D3D
> >>>> >it.
> >>>> > ERRRRRRRRRRRRRRRR!
> >>>> > >>>Rod
> >>>> > >>
> >>>> > >
> >>>> >
> >>>> >
> >>>> >

> >>>> >I choose Polesoft Lockspam to fight spam, and you?
> >>>> >http://www.polesoft.com/refer.html  =3D20
> >>>> >
> >>>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> >>>> ><HTML><HEAD>
> >>>> ><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
>=3D3D
> >>>> >charset=3D3D3Diso-8859-1">
> >>>> ><META content=3D3D3D"MSHTML 6.00.2800.1400" =
>name=3D3D3DGENERATOR>
> >>>> ><STYLE></STYLE>
> >>>> ></HEAD>
> >>>> ><BODY bgColor=3D3D3D#ffffff>
> >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Hey Rod,</FONT></DIV>
> >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Do the crackles repeat
=
>=3D
> >>>>themselves in =3D3D
> >>>> >exactly the=3D3D20
> >>>> >same places</FONT></DIV>
> >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>on play back? If not,
=
>I'd look
> >>=3D
> >>>>at =3D3D
> >>>> >
> >>>> >hardware. Do they show up</FONT></DIV>
> >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>in the waveform or are
=
>they to
> >>=3D
> >>>>low in =3D3D
> >>>> >level? =3D3D20
> >>>> ></FONT></DIV>
> >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>If you suspect =
>hardware I'd =3D
> >>>>think CPU,
> >>>> =3D3D
> >>>> ></FONT><FONT=3D3D20
> >>>> >face=3D3D3DArial size=3D3D3D2>fan (make it cold!) =
>or</FONT></DIV>
> >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>power supply. Not in =
>that =3D3D
> >>>> >order. Start=3D3D20
> >>>> >with </FONT><FONT face=3D3D3DArial size=3D3D3D2>the cheapest =
>fixes =3D3D
> >>>> >first.</FONT></DIV>

> >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Maybe you were right =
>way back
> >=3D
> >>>>with the
> >>>> =3D3D
> >>>> >bad UAD=3D3D20
> >>>> >assumption?</FONT></DIV>
> >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Still kickin' Paris =
>=3D3D
> >>>> >around,</FONT></DIV>
> >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> >>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>>> ><BLOCKQUOTE=3D3D20
> >>>> >style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>MARGIN-LEFT: 5px;
> >>=3D
> >>>>=3D3D
> >>>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >>>> > <DIV>"Rod Lincoln" <<A=3D3D20
> >>>> > =3D3D
> >>>> =3D
> =
>>>>>>href=3D3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.=
>com</A=3D
> >>>>>&g=3D3D
> >>>> >t;=3D3D3D20
> >>>> > wrote in message <A=3D3D20
> >>>> > =3D3D
> >>>> =3D
> =
>>>>>>href=3D3D3D"news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV=
>><BR>N=3D
> >>>>eil=3D3D
> >>>> >,=3D3D20
> >>>> > thanks for your response. see my answers interleaved =3D3D
> >>>> >below<BR>Rod<BR>"Neil"=3D3D20
> >>>> > <<A href=3D3D3D"mailto:OIU@I.com">OIU@I.com</A>> =3D3D
> >>>> >wrote:<BR>><BR>>This is=3D3D20
> >>>> > weird... have you tried any of the following:<BR>><BR>>1.) =
>pan=3D3D20
> >>>> > everything to center, and then see if it still shows =
>up<BR>>on the
> >>>=3D3D
> >>>>=3D3D3D
> >>>> >left=3D3D3D20
> >>>> > channel? or is the crackling then centered?<BR><BR>Everything
=

---

>=3D
> >>>>Panned =3D3D
> >>>>  >Ctr still=3D3D20
> >>>>  > Crackles<BR>><BR>>2.) removing ALL plugins & EFX, and =3D3D
> >>>> >bouncing=3D3D20
> >>>>  > dry/clean like<BR>>that, with everything panned as you =
>normally
> =3D3D
> >>>> >would for=3D3D20
> >>>>  > this<BR>>mix? This includes anything inserted across =
>the=3D3D20
> >>>>  > 2-buss.<BR><BR>Bounce with No FX (Auxes, both internal and =
>=3D
> >>>>external) =3D3D
> >>>> >still=3D3D20
> >>>>  > Crackles<BR><BR>Bounce with no plugs...this does produce a =
>crackle
> >>>=3D
> >>>>=3D3D
> >>>> >free=3D3D20
> >>>>  > bounce. I tried this<BR>the first time it happened a couple =
>weeks
> >>=3D
> >>>>ago,
> >>>> =3D3D
> >>>> >and=3D3D20
> >>>>  > thought I had it narrowed<BR>down to the UAD plugs. I =
>re-ghosted
> >=3D
> >>>>=3D3D
> >>>> >to a=3D3D20
> >>>>  > sys version that had an earlier<BR>UAD install (can't =
>remember the
> >>>=3D
> >>>>=3D3D
> >>>> >number, it=3D3D20
> >>>>  > had the Helios, but not the Neve<BR>88)and the crackles went
> =
>away,
> >>>=3D
> >>>>so
> >>>> =3D3D
> >>>> >I=3D3D20
> >>>>  > thought it was a software rev that Paris<BR>didn't like, but
> =
>just
> >>=3D
> >>>>to =3D3D

---

> >>>> >be sure I=3D3D20
> >>>> > reloaded the new version of the UAD software<BR>(the one with
=
>the
> >>=3D
> >>>>Neve
> >>>> =3D3D
> >>>> >
> >>>> > 88) and it still didn't crackle. At that point I<BR>thought =
>it =3D3D
> >>>> >might be=3D3D20
> >>>> > something else altogether and since I am in the middle<BR>of
=
>a =3D
> >>>>mixing
> >>>> =3D3D
> >>>> >project=3D3D20
> >>>> > that I'm using the Neve 88 plug on a lot (love what =
>it<BR>does)
> I
> >>=3D
> >>>>just
> >>>> =3D3D
> >>>> >went=3D3D20
> >>>> > for it, listening closely to bounces. I actually did =
>2<BR>bounces
> >>=3D
> >>>>of =3D3D
> >>>> >every mix=3D3D20
> >>>> > and listened back to both at the same time, out of =
>phase<BR>with
> >=3D
> >>>>each
> >>>> =3D3D
> >>>> >other,=3D3D20
> >>>> > to hear the difference, since the crackles appeared to =3D
> >>>>be<BR>random.)
> >>>> =3D3D
> >>>> >There=3D3D20
> >>>> > were maybe 1 or 2 crackles per song on a couple songs, =
>and<BR>no
> >=3D
> >>>>=3D3D
> >>>> >crackles on=3D3D20
> >>>> > the other 3 (that I've done so far). I'm wondering now =
>if<BR>it
> is
> >>>=3D

---

> >>>>a =3D3D
> >>>> >UAD rev=3D3D20
> >>>> > problem that only shows up after some wear and tear on =
>the<BR>sys.
> >>>=3D
> >>>>I'm
> >>>> =3D3D
> >>>> >going=3D3D20
> >>>> > to re-ghost and re-load the <BR>UAD software (Neve 88 ver) =
>=3D
> >>>>tommorrow =3D3D
> >>>> >and see=3D3D20
> >>>> > what happens.<BR>Just to reiterate...when I did a spdif =
>bounce,
> =3D
> >>>>even =3D3D
> >>>> >with my=3D3D20
> >>>> > system as it<BR>is tonight, there are no crackles. That's =
>wierd.
> >=3D
> >>>>Also
> >>>> =3D3D
> >>>> >the=3D3D20
> >>>> > crackles never<BR>show till listening to the bounced =3D3D
> >>>> >file.<BR>>[<BR>>3.)=3D3D20
> >>>> > can you determine where the crackle rears it's ugly =
>head?<BR>>IOW,
> >>>=3D
> >>>>=3D3D
> >>>> >is it=3D3D20
> >>>> > constant, more or less, or is it intermittent? If<BR>>it's =
>=3D3D
> >>>> >intermittent,=3D3D20
> >>>> > does it seem to coincide with any particular<BR>>instrument =
>or =3D3D
> >>>> >track? For=3D3D20
> >>>> > example, could it be a particular<BR>>plugin on the - let's =
>say
> -
> >>=3D
> >>>>=3D3D
> >>>> >cowbell=3D3D20
> >>>> > track, which occurs though<BR>>most of the song, but not on =
>=3D
> >>>>the=3D3D20
> >>>> > (confounded) bridge?<BR><BR>totally random...not in anyway =
>=3D
> >>>>associated

> >>>> =3D3D
> >>>> >with a=3D3D20
> >>>> > particular instrument. Fairly<BR>study though, like a bowl of
=
>=3D
> >>>>rice=3D3D20
> >>>> > crispies.<BR>><BR>>4.) mute/disconnect the right channel when
=
>=3D3D
> >>>> >listening=3D3D20
> >>>> > back to<BR>>the crackle-infested bounce to see if there's any
=
>=3D3D
> >>>> >pattern that=3D3D20
> >>>> > <BR>might apply to (3) above?<BR><BR>none<BR><BR>>5.) Is =
>=3D3D
> >>>> >the=3D3D20
> >>>> > crackle happening on ALL systems? IOW, have you<BR>>burned a
=
>CD
> of
> >>>=3D
> >>>>=3D3D
> >>>> >the=3D3D20
> >>>> > bounced tracks & played it back on a home<BR>>stereo, in your
=
>=3D3D
> >>>> >car, on=3D3D20
> >>>> > headphones, etc? Is it possible that<BR>>for some odd reason
=
>the
> >=3D
> >>>>=3D3D
> >>>> >crackle is=3D3D20
> >>>> > due to something in your<BR>>monitoring setup that isn't =
>showing
> >up
> >>>=3D
> >>>>=3D3D
> >>>> >on=3D3D20
> >>>> > regular playback, but<BR>>might be showing up on a rendered =
>=3D3D
> >>>> >file?<BR>This=3D3D20
> >>>> > first came to my attention after I burned a CD of test mixes
=
>for
> >=3D
> >>>>=3D3D

> >>>> >the<BR>client=3D3D20
> >>>> > and he called me after he got home and listened on his system
=
>=3D3D
> >>>> >(this<BR>was an=3D3D20
> >>>> > audio CD)so I would say it happens on all systems...but I =3D
> >>>>havn't=3D3D20
> >>>> > burnt<BR>another CD yet.<BR>It does happen on my NS 10's as =
>well
> >as
> >>>=3D
> >>>>my
> >>>> =3D3D
> >>>> >
> >>>> > Mackie 824's. The 824's are hooked<BR>up thru the spdif out =
>of =3D3D
> >>>> >the mec=3D3D20
> >>>> > to a DAC-1 to a PVC passive volume control.<BR>The NS 10's =
>are =3D
> >>>>hooked
> >>>> =3D3D
> >>>> >up thru=3D3D20
> >>>> > 2 analogue outs from the Mec into a GFA power<BR>amp. =
>Crackles =3D
> >>>>exisist
> >>>> =3D3D
> >>>> >on the=3D3D20
> >>>> > left channel on both sets of speakers.<BR>>6.) What =
>happens
> >=3D
> >>>>=3D3D
> >>>> >when=3D3D20
> >>>> > you open up an older project that you<BR>>DIDN'T have this =
>problem
> >>>=3D
> >>>>=3D3D
> >>>> >on...?=3D3D20
> >>>> > If you do a bounce with that,<BR>>does it sound as it did =
>before,
> >>=3D
> >>>>=3D3D
> >>>> >or does=3D3D20
> >>>> > it now have the<BR>>crackles in it?<BR><BR>Not nearly as =
>bad...No
> >>=3D
> >>>>=3D3D
> >>>> >study=3D3D20
> >>>> > diet of rice crispies, but there were a couple<BR>of crackles

=
>=3D
> >>>>(random,
> >>>> =3D3D
> >>>> >l=3D3D20
> >>>> > bounced twice and listend to both mixes out of phase,<BR>set
=
>=3D
> >>>>markers =3D3D
> >>>> >at the=3D3D20
> >>>> > crackles, and verified by listening one at a time) =
>This<BR>also
> =3D
> >>>>leads
> >>>> =3D3D
> >>>> >me to=3D3D20
> >>>> > believe it's some sort of ppj corruption brought on by =
>the<BR>UAD
> >>=3D
> >>>>=3D3D
> >>>> >stuff, only=3D3D20
> >>>> > it happens over time, but I haven't been able to =
>verify=3D3D20
> >>>> > this<BR>yet.<BR><BR>>7.) Have you tried physically swapping
=
>=3D3D
> >>>> >your left=3D3D20
> >>>> > speaker with<BR>>your right speaker?<BR>swapping speakers =
>make =3D
> >>>>no=3D3D20
> >>>> > difference, swapping the cables leading to the<BR>speakers =
>makes
> >it
> >>>=3D
> >>>>=3D3D
> >>>> >happen in=3D3D20
> >>>> > the right speaker.<BR>><BR>>Just trying to think of things to
=
>=3D3D
> >>>> >try &=3D3D20
> >>>> > narrow it down by<BR>>process of elimination.<BR><BR>I =
>appreciate
> >>=3D
> >>>>=3D3D
> >>>> >your=3D3D20
> >>>> > thought process. If this makes a light go off for =
>you,<BR>please
> >=3D

---

> >>>>let =3D3D
> >>>> >me=3D3D20
> >>>> > know.<BR>><BR>>Can you e-mail me an mp3 file of any song or =
>=3D3D
> >>>> >songs that=3D3D20
> >>>> > it's<BR>>doing this on? If so, send it to: neil =3D3D
> >>>> >DOT=3D3D20
> >>>> > henderson AT<BR>>sbcglobal DOT net I'd be curious as to =3D3D
> >>>> >what it=3D3D20
> >>>> > sounds like.<BR><BR>will =3D3D
> >>>> >Do<BR>><BR>>Neil<BR>><BR>><BR>>"Rod=3D3D20
> >>>> > Lincoln" <<A=3D3D20
> >>>> > =3D3D
> >>>> =3D
> =
>>>>>>href=3D3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.=
>com</A=3D
> >>>>>&g=3D3D
> >>>> >t;=3D3D20
> >>>> > wrote:<BR>>><BR>>>OK..I got everything hooked backk up and =
>=3D3D
> >>>> >sure=3D3D20
> >>>> > enough, the crackle is back<BR>>>on bounce to disk...in the =
>left
> >=3D3D
> >>>>=3D3D
> >>>> >channel=3D3D20
> >>>> > only, same as always. I tried panning<BR>>>everything =
>oppisite,
> =3D3D
> >>>> >crackle,=3D3D20
> >>>> > tried lowering levels, crackle.<BR>>>When I took all the =
>tracks
> =3D3D
> >>>> >off the=3D3D20
> >>>> > submixes except for the drums on submix<BR>>>1, there were NO
> =
>=3D3D
> >>>> >crackles.=3D3D20
> >>>> > There were also NO crackles when bouncing audio<BR>>>from any
> =
>=3D3D
> >>>> >submix by=3D3D20
> >>>> > itself. <BR>>>This is a 24 bit mix with 24 bit tracks, so I =
>=3D3D
> >>>> >tried=3D3D20
> >>>> > (advice from Aaron)<BR>>rendering<BR>>>some of the tracks to
> =

---

>=3D3D
> >>>> >16 bit.=3D3D20
> >>>> > I rendered all the drums (15 tracks) and<BR>5<BR>>>>other =
>tracks
> =3D3D
> >>>> >to 16=3D3D20
> >>>> > bit, leaving 10 tracks at 24 bit...Crackles came =
>back<BR>>>>when
> =3D3D
> >>>> >bouncing=3D3D20
> >>>> > the entire mix. That's where I'm at. I can always do=3D3D20
> >>>> > the<BR>spdif<BR>>>>bounce method...it's a real hassle because
=
>of
> =3D3D
> >>>> >the way=3D3D20
> >>>> > my moitoring and<BR>work<BR>>>>flow is, but it's doable, and =
>=3D3D
> >>>> >seems to=3D3D20
> >>>> > work, but I'd like to get this thing<BR>>>>figured out. =3D3D
> >>>> ><BR>>>>I've=3D3D20
> >>>> > had it for today. Going to crash.<BR>>>>Rod<BR>>>>"Rod =3D3D
> >>>> >Lincoln"=3D3D20
> >>>> > <<A=3D3D20
> >>>> > =3D3D
> >>>> =3D
> =
>>>>>>href=3D3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.r=
>r.com<=3D
> >>>>/A>=3D3D
> >>>> >>=3D3D20
> >>>> > wrote:<BR>>>><BR>>>>Well, I THOUGHT I had my "bounce =3D3D
> >>>> >to=3D3D20
> >>>> > disk" crackles whipped, but they came<BR>>>>back. This time I
=
>=3D3D
> >>>> >
> >>>> > re-patched and did a spdif bounce and that seemed=3D3D20
> >>>> > to<BR>>cure<BR>>>>it. I havn't tried it yet with bounce to =
>=3D3D
> >>>> >disk to=3D3D20
> >>>> > verify that the crackling<BR>>>>comes back, but I bet it =
>=3D3D
> >>>> >will. I=3D3D20
> >>>> > wonder what could be causing this? =3D3D
> >>>> >The<BR>>>>last<BR>>>>time I=3D3D20
> >>>> > did a fresh install of my system (via ghost) and it seemed =
>to=3D3D20

> >>>> > get<BR>>>>rid of it, for a while. I'm going to try a bounce =
>=3D3D
> >>>> >to disk=3D3D20
> >>>> > and see if the<BR>>>>crackles return.<BR>>>>The way =3D3D
> >>>> >my=3D3D20
> >>>> > system is set up, because of space limitations, and =
>the=3D3D20
> >>>> > fact<BR>>>that<BR>>>>I have to have my drums basically =3D3D
> >>>> >in the=3D3D20
> >>>> > mix position (facing the other<BR>>>way)<BR>>>>makes it =3D3D
> >>>> >A=3D3D20
> >>>> > FREAKIN PITA to crawl behind the gear and unplug the=3D3D20
> >>>> > spdif<BR>cable<BR>>>>going to the DAC-1 and re-patch a cable
=
>=3D3D
> >>>> >loop. I=3D3D20
> >>>> > accidently unplugged something<BR>>>>while doing it, and had
=
>=3D3D
> >>>> >to rip=3D3D20
> >>>> > abouat half the system out to find=3D3D20
> >>>> > =3D3D
> >>>> >it.<BR>ERRRRRRRRRRRRRRRRR!<BR>>>>Rod<BR>>><BR>><BR></BLO=3D3D
> >>>> >CKQUOTE>
> >>>> ><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to =
>fight
> =3D
> >>>>spam, =3D3D
> >>>> >and=3D3D20
> >>>> >you?<BR><A=3D3D20
> >>>> =3D
> =
>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.=
>com/re=3D
> >>>>fer=3D3D
> >>>> >.html</A> </FONT></DIV></BODY></HTML>
> >>>> >
> >>>> >
> >>>>
> >>>>
> >>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> >>>><HTML><HEAD>
> >>>><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
> >>>>charset=3D3Diso-8859-1">
> >>>><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> >>>><STYLE></STYLE>
> >>>></HEAD>
> >>>><BODY bgColor=3D3D#ffffff>

> >>>><DIV><FONT face=3D3DArial size=3D3D2>Okay Rod,</FONT></DIV>
> >>>><DIV>
> >>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
>size=3D3D2>How about
> one
> >>>=3D
> >>>>track with=3D20
> >>>>the UAD plugs</FONT></DIV>
> >>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
>size=3D3D2>that has a
> >=3D
> >>>>few rough spots=3D20
> >>>>that are amplified</FONT></DIV>
> >>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
>size=3D3D2>by the plugin
> >>>=3D
> >>>>
> >>>>set?</FONT></DIV>
> >>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
> >>>>size=3D3D2></FONT> </DIV>
> >>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =
>size=3D3D2>Mute one =3D
> >>>>track at a time to=3D20
> >>>>find it. PITA for sure.</FONT></DIV>
> >>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
> >>>>size=3D3D2>???</FONT></DIV>
> >>>><DIV><FONT face=3D3D"Comic Sans MS" color=3D3D#800000 =3D
> >>>>size=3D3D2>Tom</FONT></DIV></DIV>
> >>>><BLOCKQUOTE=3D20
> >>>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
>5px; =3D
> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >>>> <DIV>"Rod Lincoln" <<A=3D20
> >>>> =3D
> =
>>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
></A>&g=3D
> >>>>t;=3D20
> >>>> wrote in message <A=3D20
> >>>> =
>href=3D3D"news:472f2455$1@linux">news:472f2455$1@linux</A>...</DIV><BR>I
> >>>=3D
> >>>>agree=3D20
> >>>> with you, except that when I play back an old project that =3D
> >>>>didn't<BR>have the=3D20
> >>>> problem, it doesn't crackl, even with more tracks and the same =
>=3D
> >>>>plugs<BR>as the=3D20

> >>>>  ppj's that crackle. <BR>Rod<BR>"Tom Bruhl" <<A=3D20
> >>>> =
>href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20
> >>>>  wrote:<BR>><BR>><BR>>Hey Rod,<BR>>Do the crackles repeat=3D20
> >>>>  themselves in exactly the same places<BR>>on play back? If =3D
> >>>>not, I'd=3D20
> >>>>  look at hardware. Do they show up<BR>>in the waveform or are =3D
> >>>>they to=3D20
> >>>>  low in level? =3D3D20<BR>><BR>>If you suspect hardware I'd think
=
>=3D
> >>>>CPU, fan=3D20
> >>>>  (make it cold!) or<BR>>power supply. Not in that order. =3D
> >>>>Start=3D20
> >>>>  with the cheapest fixes first.<BR>>Maybe you were right way back
=
>=3D
> >>>>with the=3D20
> >>>>  bad UAD assumption?<BR>><BR>>Still kickin' Paris=3D20
> >>>>  around,<BR>>Tom<BR>><BR>> "Rod Lincoln" <<A=3D20
> >>>>  =3D
> =
>>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
></A>&g=3D
> >>>>t;=3D20
> >>>>  wrote in message =3D
> >>>>=3D3D<BR>news:472e82a3$1@linux...<BR>><BR>> Neil,=3D20
> >>>>  thanks for your response. see my answers interleaved =3D
> >>>>below<BR>> =3D20
> >>>>  Rod<BR>> "Neil" <<A =3D
> >>>>href=3D3D"mailto:OIU@I.com">OIU@I.com</A>>=3D20
> >>>>  wrote:<BR> ><BR> >This is weird... have you =3D
> >>>>tried=3D20
> >>>>  any of the following:<BR> ><BR> >1.) pan =3D
> >>>>everything=3D20
> >>>>  to center, and then see if it still shows up<BR> >on the =3D
> >>>>left=3D20
> >>>>  channel? or is the crackling then centered?<BR>><BR> =3D
> >>>>Everything=3D20
> >>>>  Panned Ctr still Crackles<BR> ><BR> >2.) =3D
> >>>>removing=3D20
> >>>>  ALL plugins & EFX, and bouncing dry/clean like<BR> =3D
> >>>>>that,=3D20
> >>>>  with everything panned as you normally would for this<BR> =3D
> >>>>>mix?=3D20
> >>>>  This includes anything inserted across the =3D
> >>>>2-buss.<BR>><BR> =3D20
> >>>>  Bounce with No FX (Auxes, both internal and external) still=3D20

> >>>> Crackles<BR>><BR>> Bounce with no plugs...this does =3D
> >>>>produce a=3D20
> >>>> crackle free bounce. I =3D3D<BR>>tried this<BR>> the first =3D
> >>>>time it=3D20
> >>>> happened a couple weeks ago, and thought I had it =3D20
> >>>> =3D3D<BR>>narrowed<BR>> down to the UAD plugs. I re-ghosted =3D
> >>>>to a sys=3D20
> >>>> version that had an =3D3D<BR>>earlier<BR>> UAD install =3D
> >>>>(can't remember=3D20
> >>>> the number, it had the Helios, but not =3D
> >>>>the<BR>=3D3D<BR>>Neve<BR>> =3D20
> >>>> 88)and the crackles went away, so I thought it was a software =
>rev=3D20
> >>>> that<BR>=3D3D<BR>>Paris<BR>> didn't like, but just to be =3D
> >>>>sure I=3D20
> >>>> reloaded the new version of the =3D
> >>>>UAD<BR>=3D3D<BR>>software<BR>> (the=3D20
> >>>> one with the Neve 88) and it still didn't crackle. At that=3D20
> >>>> point<BR>=3D3D<BR>>I<BR>> thought it might be something else =3D
> >>>>
> >>>> altogether and since I am in the =3D3D<BR>>middle<BR>> of a =3D
> >>>>mixing=3D20
> >>>> project that I'm using the Neve 88 plug on a lot (love =
>=3D3D<BR>>what
> >=3D
> >>>>
> >>>> it<BR>> does) I just went for it, listening closely to =3D
> >>>>bounces. I=3D20
> >>>> actually did<BR>=3D3D<BR>>2<BR>> bounces of every mix and =3D
> >>>>listened=3D20
> >>>> back to both at the same time, out =3D3D<BR>>of phase<BR>> =3D
> >>>>with each=3D20
> >>>> other, to hear the difference, since the crackles appeared =3D
> >>>>=3D3D<BR>>to=3D20
> >>>> be<BR>> random.) There were maybe 1 or 2 crackles per song on =
>=3D
> >>>>a=3D20
> >>>> couple songs,<BR>=3D3D<BR>>and<BR>> no crackles on the other =3D
> >>>>3 (that=3D20
> >>>> I've done so far). I'm wondering now<BR>=3D3D<BR>>if<BR>> it =3D
> >>>>is a UAD=3D20
> >>>> rev problem that only shows up after some wear and tear=3D20
> >>>> on<BR>=3D3D<BR>>the<BR>> sys. I'm going to re-ghost and =3D
> >>>>re-load=3D20
> >>>> the=3D3D20<BR>> UAD software (Neve 88 ver) tommorrow and see =3D
> >>>>what=3D20
> >>>> happens.<BR>> Just to reiterate...when I did a spdif bounce, =3D
> >>>>even=3D20

> >>>>  with my system as<BR>=3D3D<BR>>it<BR>> is tonight, there are =3D
> >>>>no=3D20
> >>>>  crackles. That's wierd. Also the crackles =3D
> >>>>=3D3D<BR>>never<BR>> show=3D20
> >>>>  till listening to the bounced file.<BR>> ><BR>> =3D
> >>>>>3.)=3D20
> >>>>  can you determine where the crackle rears it's ugly =3D
> >>>>head?<BR>> =3D20
> >>>>  >IOW, is it constant, more or less, or is it intermittent? =3D
> >>>>If<BR>> =3D20
> >>>>  >it's intermittent, does it seem to coincide with any=3D20
> >>>>  particular<BR>> >instrument or track? For example, could =3D
> >>>>it be a=3D20
> >>>>  particular<BR>> >plugin on the - let's say - cowbell =3D
> >>>>track, which=3D20
> >>>>  occurs though<BR>> >most of the song, but not on the =3D
> >>>>(confounded)=3D20
> >>>>  bridge?<BR>><BR>> totally random...not in anyway =3D
> >>>>associated with a=3D20
> >>>>  particular =3D3D<BR>>instrument. Fairly<BR>> study though, =3D
> >>>>like a bowl=3D20
> >>>>  of rice crispies.<BR>> ><BR>> >4.) =3D
> >>>>mute/disconnect the=3D20
> >>>>  right channel when listening back to<BR>> >the =3D
> >>>>crackle-infested=3D20
> >>>>  bounce to see if there's any pattern that=3D3D20<BR>> >might =3D
> >>>>apply to=3D20
> >>>>  (3) above?<BR>><BR>> none<BR>> ><BR>> =3D
> >>>>>5.)=3D20
> >>>>  Is the crackle happening on ALL systems? IOW, have you<BR>> =
>=3D20
> >>>>  >burned a CD of the bounced tracks & played it back on a=3D20
> >>>>  home<BR>> >stereo, in your car, on headphones, etc? Is it =3D
> >>>>possible=3D20
> >>>>  that<BR>> >for some odd reason the crackle is due to =3D
> >>>>something in=3D20
> >>>>  your<BR>> >monitoring setup that isn't showing up on =3D
> >>>>regular=3D20
> >>>>  playback, but<BR>> >might be showing up on a rendered=3D20
> >>>>  file?<BR>> This first came to my attention after I burned a =3D
> >>>>CD of=3D20
> >>>>  test mixes for<BR>=3D3D<BR>>the<BR>> client and he called me =3D
> >>>>after he=3D20
> >>>>  got home and listened on his system =3D3D<BR>>(this<BR>> was =3D
> >>>>an audio=3D20
> >>>>  CD)so I would say it happens on all systems...but I =
>=3D3D<BR>>havn't=3D20
> >>>>  burnt<BR>> another CD yet.<BR>> It does happen on my =3D

> >>>>NS 10's=3D20
> >>>>  as well as my Mackie 824's. The 824's =3D3D<BR>>are =3D
> >>>>hooked<BR>> =3D20
> >>>>  up thru the spdif out of the mec to a DAC-1 to a PVC passive =
>volume=3D20
> >>>>  =3D3D<BR>>control.<BR>> The NS 10's are hooked up thru 2 =3D
> >>>>analogue outs=3D20
> >>>>  from the Mec into a GFA<BR=3D3D<BR>>power<BR>> amp. =3D
> >>>>Crackles exisist=3D20
> >>>>  on the left channel on both sets of speakers.<BR>> =3D
> >>>>><BR>> =3D20
> >>>>  >6.) What happens when you open up an older project that =3D
> >>>>you<BR>> =3D20
> >>>>  >DIDN'T have this problem on...? If you do a bounce with=3D20
> >>>>  that,<BR> >does it sound as it did before, or does it now =3D
> >>>>have=3D20
> >>>>  the<BR> >crackles in it?<BR>><BR> Not nearly =3D
> >>>>as=3D20
> >>>>  bad...No study diet of rice crispies, but there were a=3D20
> >>>>  =3D3D<BR>>couple<BR>> of crackles (random, I bounced twice =3D
> >>>>and listend=3D20
> >>>>  to both mixes out of<BR>=3D3D<BR>>phase,<BR>> set markers at =3D
> >>>>the=3D20
> >>>>  crackles, and verified by listening one at a=3D20
> >>>>  time)<BR>=3D3D<BR>>This<BR>> also leads me to believe it's =3D
> >>>>some sort=3D20
> >>>>  of ppj corruption brought on =3D3D<BR>>by the<BR>> UAD =3D
> >>>>stuff, only it=3D20
> >>>>  happens over time, but I haven't been able to =
>=3D3D<BR>>verify=3D20
> >>>>  this<BR>> yet.<BR>> ><BR> >7.) Have =3D
> >>>>you=3D20
> >>>>  tried physically swapping your left speaker with<BR>> =3D
> >>>>>your right=3D20
> >>>>  speaker?<BR>> swapping speakers make no difference, swapping =3D
> >>>>the=3D20
> >>>>  cables leading to =3D3D<BR>>the<BR>> speakers makes it =3D
> >>>>happen in the=3D20
> >>>>  right speaker.<BR> ><BR> >Just trying to =3D
> >>>>think of=3D20
> >>>>  things to try & narrow it down by<BR> >process of=3D20
> >>>>  elimination.<BR>><BR> I appreciate your thought process. =3D
> >>>>If this=3D20
> >>>>  makes a light go off for =3D3D<BR>>you,<BR>> please let me=3D20
> >>>>  know.<BR> ><BR> >Can you e-mail me an mp3 =3D
> >>>>file of=3D20
> >>>>  any song or songs that it's<BR> >doing this on? If so, =3D
> >>>>send it=3D20

> >>>>  to: neil DOT henderson AT<BR>> =3D
> >>>>>sbcglobal DOT=3D20
> >>>>  net I'd be curious as to what it sounds=3D20
> >>>>  like.<BR>><BR>> will Do<BR>> ><BR>> =3D20
> >>>>  >Neil<BR>> ><BR>> ><BR>> >"Rod =3D
> >>>>Lincoln"=3D20
> >>>>  <<A=3D20
> >>>>  =3D
> =
>>>>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
></A>&g=3D
></A>&g=3D
> >>>>t;=3D20
> >>>>  wrote:<BR>> >><BR>> >>OK..I got =3D
> >>>>everything=3D20
> >>>>  hooked backk up and sure enough, the crackle =3D
> >>>>is<BR=3D3D<BR>>back<BR>> =3D20
> >>>>  >>on bounce to disk...in the left channel only, same as always.
=
>=3D
> >>>>I=3D20
> >>>>  =3D3D<BR>>tried panning<BR>> >>everything oppisite, =3D
> >>>>crackle,=3D20
> >>>>  tried lowering levels, crackle.<BR>> >>When I took all =3D
> >>>>the=3D20
> >>>>  tracks off the submixes except for the drums=3D20
> >>>>  on<BR=3D3D<BR>>submix<BR>> >>1, there were NO =3D
> >>>>crackles. There=3D20
> >>>>  were also NO crackles when bouncing<BR=3D3D<BR>>audio<BR>> =
>=3D20
> >>>>  >>from any submix by itself.=3D3D20<BR>> >>This is =3D
> >>>>a 24 bit=3D20
> >>>>  mix with 24 bit tracks, so I tried (advice from =3D
> >>>>=3D3D<BR>>Aaron)<BR>> =3D20
> >>>>  >rendering<BR>> >>some of the tracks to 16 bit. I =3D
> >>>>rendered=3D20
> >>>>  all the drums (15 tracks) =3D3D<BR>>and<BR>> 5<BR>> =3D
> >>>>
> >>>>  >>other tracks to 16 bit, leaving 10 tracks at 24 bit...Crackles
=
>=3D
> >>>>
> >>>>  came<BR=3D3D<BR>>back<BR>> >>when bouncing the entire =3D
> >>>>mix.=3D20
> >>>>  That's where I'm at. I can always do =3D3D<BR>>the<BR>> =3D20
> >>>>  spdif<BR>> >>bounce method...it's a real hassle because =3D
> >>>>of the=3D20
> >>>>  way my moitoring =3D3D<BR>>and<BR>> work<BR>> =3D
> >>>>>>flow=3D20

> >>>>  is, but it's doable, and seems to work, but I'd like to get =3D
> >>>>=3D3D<BR>>this=3D20
> >>>>  thing<BR>> >>figured out.=3D3D20<BR>> =3D
> >>>>>>>I've had it=3D20
> >>>>  for today. Going to crash.<BR>> >>Rod<BR>> =3D20
> >>>>  >>"Rod Lincoln" <<A=3D20
> >>>>  =3D
> =
>>>>>href=3D3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.c=
>om</A>=3D
> >>>>>=3D20
> >>>>  wrote:<BR>> >>><BR>> >>>Well, I =3D
> >>>>THOUGHT I=3D20
> >>>>  had my "bounce to disk" crackles whipped, but =3D3D<BR>>>they =3D
> >>>>came<BR>> =3D20
> >>>>  >>>back. This time I re-patched and did a spdif bounce and =3D
> >>>>that=3D20
> >>>>  seemed<BR>=3D3D<BR>>>to<BR>> >cure<BR>> =3D
> >>>>>>>it. I=3D20
> >>>>  havn't tried it yet with bounce to disk to verify that the=3D20
> >>>>  =3D3D<BR>>crackling<BR>> >>>comes back, but I bet =3D
> >>>>it will. I=3D20
> >>>>  wonder what could be causing this?<BR>=3D3D<BR>>The<BR>> =3D20
> >>>>  >>last<BR>> >>>time I did a fresh install of =3D
> >>>>my system=3D20
> >>>>  (via ghost) and it seemed =3D3D<BR>>to get<BR>> =3D
> >>>>>>>rid of it,=3D20
> >>>>  for a while. I'm going to try a bounce to disk and see =
>=3D3D<BR>>if=3D20
> >>>>  the<BR>> >>>crackles return.<BR>> =3D
> >>>>>>>The=3D20
> >>>>  way my system is set up, because of space limitations, and=3D20
> >>>>  the<BR>=3D3D<BR>>fact<BR>> >>that<BR>> =3D
> >>>>>>>I=3D20
> >>>>  have to have my drums basically in the mix position (facing =
>the=3D20
> >>>>  =3D3D<BR>>other<BR>> >>way)<BR>> =3D
> >>>>>>>makes it A=3D20
> >>>>  FREAKIN PITA to crawl behind the gear and unplug the=3D20
> >>>>  =3D3D<BR>>spdif<BR>> cable<BR>> >>>going =3D
> >>>>to the=3D20
> >>>>  DAC-1 and re-patch a cable loop. I accidently =
>=3D3D<BR>>unplugged=3D20
> >>>>  something<BR>> >>>while doing it, and had to rip =3D
> >>>>abouat half=3D20
> >>>>  the system out to find =3D3D<BR>>it.<BR>> =3D20
> >>>>  ERRRRRRRRRRRRRRRR!<BR>> >>>Rod<BR>> =3D20
> >>>>  >><BR>> ><BR>><BR>><BR>><BR>>I choose =3D

> >>>>Polesoft=3D20
> >>>> Lockspam to fight spam, and=3D20
> >>>> you?<BR>>http://www.polesoft.com/refer.html =3D20
> >>>> <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
> >>>> Transitional//EN"><BR>><HTML><HEAD><BR>><META=3D20
> >>>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20
> >>>> =3D3D<BR>>charset=3D3D3Diso-8859-1"><BR>><META =3D
> >>>>content=3D3D3D"MSHTML=3D20
> >>>> 6.00.2800.1400"=3D20
> >>>> =3D
> >>>>name=3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D
> >>>>D><BR>><BODY=3D20
> >>>> bgColor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial =3D
> >>>>size=3D3D3D2>Hey=3D20
> >>>> Rod,</FONT></DIV><BR>><DIV><FONT =3D
> >>>>face=3D3D3DArial=3D20
> >>>> size=3D3D3D2>Do the crackles repeat themselves in =
>=3D3D<BR>>exactly=3D20
> >>>> the=3D3D20<BR>>same =3D
> >>>>places</FONT></DIV><BR>><DIV><FONT=3D20
> >>>> face=3D3D3DArial size=3D3D3D2>on play back? If not, I'd look =
>at=3D20
> >>>> =3D3D<BR>><BR>>hardware. Do they show=3D20
> >>>> up</FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
> >>>> size=3D3D3D2>in the waveform or are they to low in =
>=3D3D<BR>>level?=3D20
> >>>> =3D3D20<BR>></FONT></DIV><BR>><DIV><FONT =3D
> >>>>face=3D3D3DArial=3D20
> >>>> size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D
> >>>>face=3D3D3DArial=3D20
> >>>> size=3D3D3D2>If you suspect hardware I'd think=3D20
> >>>> CPU,<BR=3D3D<BR>></FONT><FONT=3D3D20<BR>>face=3D3D3DArial =3D
> >>>>size=3D3D3D2>fan=3D20
> >>>> (make it cold!) or</FONT></DIV><BR>><DIV><FONT =3D
> >>>>
> >>>> face=3D3D3DArial size=3D3D3D2>power supply. Not in that =3D
> >>>>=3D3D<BR>>order.=3D20
> >>>> Start=3D3D20<BR>>with </FONT><FONT face=3D3D3DArial =3D
> >>>>size=3D3D3D2>the=3D20
> >>>> cheapest fixes=3D20
> >>>> =3D3D<BR>>first.</FONT></DIV><BR>><DIV><FONT=3D20
> >>>> face=3D3D3DArial size=3D3D3D2>Maybe you were right way back =
>with=3D20
> >>>> the<BR=3D3D<BR>>bad=3D20
> >>>> =3D
> >>>>UAD=3D3D20<BR>>assumption?</FONT></DIV><BR>><DIV>&l=3D
> >>>>t;FONT=3D20
> >>>> face=3D3D3DArial size=3D3D3D2></FONT> =3D

---

> >>>></DIV><BR>><DIV><FONT=3D20
> >>>> face=3D3D3DArial size=3D3D3D2>Still kickin' Paris=3D20
> >>>> =3D3D<BR>>around,</FONT></DIV><BR>><DIV><FONT =3D
> >>>>
> >>>> face=3D3D3DArial=3D20
> >>>> size=3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D20
> >>>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> >>>> =3D
> >>>></DIV><BR>><BLOCKQUOTE=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: =3D
> >>>>0px;=3D20
> >>>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: =
>#000000 =3D
> >>>>2px solid;=3D20
> >>>> MARGIN-RIGHT: 0px"><BR>> <DIV>"Rod Lincoln"=3D20
> >>>> <<A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
> >>>> =3D
> =
>>>>>href=3D3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
></A>&a=3D
> =
>>>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=3D=
>
> >>>>A>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20
> >>>> wrote in message <A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
> >>>> =3D
> =
>>>>>href=3D3D'news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV><B=
>R>Neil=3D
> >>>>'>news:472e82a3$1@linux">news:472e82a3$1@linux</A>...</DIV>=3D
> >>>>;<BR>Neil</A>=3D3D<BR>>,=3D3D20<BR>> =3D20
> >>>> thanks for your response. see my answers interleaved=3D20
> >>>> =3D3D<BR>>below<BR>Rod<BR>"Neil"=3D3D20<BR>> =3D
> >>>><<A=3D20
> >>>> href=3D3D3D"<A=3D20
> >>>> =3D
> =
>>>>>href=3D3D'mailto:OIU@I.com">OIU@I.com</A'>mailto:OIU@I.com">OIU@I.com=
><=3D
> >>>>;/A</A>>>=3D20
> >>>> =3D3D<BR>>wrote:<BR>><BR>>This =3D
> >>>>is=3D3D20<BR>> weird...=3D20
> >>>> have you tried any of the following:<BR>><BR>>1.)=3D20
> >>>> pan=3D3D20<BR>> everything to center, and then see if it still =
>=3D
> >>>>shows=3D20
> >>>> up<BR>>on the =3D3D<BR>>left=3D3D20<BR>> channel? or =3D
> >>>>is the=3D20
> >>>> crackling then centered?<BR>><BR>Everything Panned =3D

> >>>>=3D3D<BR>>Ctr=3D20
> >>>> still=3D3D20<BR>> Crackles<BR>><BR>>2.) =3D
> >>>>removing ALL=3D20
> >>>> plugins & EFX, and =3D3D<BR>>bouncing=3D3D20<BR>> =3D
> >>>>dry/clean=3D20
> >>>> like<BR>>that, with everything panned as you normally =3D
> >>>>=3D3D<BR>>would=3D20
> >>>> for=3D3D20<BR>> this<BR>>mix? This includes anything =3D
> >>>>inserted=3D20
> >>>> across the=3D3D20<BR>> 2-buss.<BR><BR>Bounce with =3D
> >>>>No FX=3D20
> >>>> (Auxes, both internal and external) =3D
> >>>>=3D3D<BR>>still=3D3D20<BR>> =3D20
> >>>> Crackles<BR><BR>Bounce with no plugs...this does produce a =3D
> >>>>crackle=3D20
> >>>> =3D3D<BR>>free=3D3D20<BR>> bounce. I tried this<BR>the =3D
> >>>>first time it=3D20
> >>>> happened a couple weeks ago,<BR=3D3D<BR>>and=3D3D20<BR>> =3D
> >>>>thought I had it=3D20
> >>>> narrowed<BR>down to the UAD plugs. I re-ghosted =
>=3D3D<BR>>to=3D20
> >>>> a=3D3D20<BR>> sys version that had an earlier<BR>UAD =3D
> >>>>install (can't=3D20
> >>>> remember the =3D3D<BR>>number, it=3D3D20<BR>> had the Helios, =
>=3D
> >>>>but not the=3D20
> >>>> Neve<BR>88)and the crackles went away, =3D
> >>>>so<BR=3D3D<BR>>I=3D3D20<BR>> =3D20
> >>>> thought it was a software rev that Paris<BR>didn't like, but =3D
> >>>>just to=3D20
> >>>> =3D3D<BR>>be sure I=3D3D20<BR>> reloaded the new version of =3D
> >>>>the UAD=3D20
> >>>> software<BR>(the one with the Neve<BR=3D3D<BR>><BR>> =3D
> >>>>88) and it=3D20
> >>>> still didn't crackle. At that point I<BR>thought it =3D
> >>>>=3D3D<BR>>might=3D20
> >>>> be=3D3D20<BR>> something else altogether and since I am in =
>the=3D20
> >>>> middle<BR>of a mixing<BR=3D3D<BR>>project=3D3D20<BR>> =3D
> >>>>that I'm=3D20
> >>>> using the Neve 88 plug on a lot (love what it<BR>does) I=3D20
> >>>> just<BR=3D3D<BR>>went=3D3D20<BR>> for it, listening closely =3D
> >>>>to bounces. I=3D20
> >>>> actually did 2<BR>bounces of =3D3D<BR>>every =3D
> >>>>mix=3D3D20<BR>> and=3D20
> >>>> listened back to both at the same time, out of =
>phase<BR>with=3D20
> >>>> each<BR=3D3D<BR>>other,=3D3D20<BR>> to hear the difference, =3D

> >>>>since the=3D20
> >>>> crackles appeared to =3D
> >>>>be<BR>random.)<BR>=3D3D<BR>>There=3D3D20<BR>> =3D20
> >>>> were maybe 1 or 2 crackles per song on a couple songs, and<BR>no
=
>=3D
> >>>>
> >>>> =3D3D<BR>>crackles on=3D3D20<BR>> the other 3 (that I've done =
>=3D
> >>>>so far). I'm=3D20
> >>>> wondering now if<BR>it is a =3D3D<BR>>UAD =3D
> >>>>rev=3D3D20<BR>> problem=3D20
> >>>> that only shows up after some wear and tear on the<BR>sys.=3D20
> >>>> I'm<BR>=3D3D<BR>>going=3D3D20<BR>> to re-ghost and re-load the =
>=3D
> >>>>
> >>>> <BR>UAD software (Neve 88 ver) tommorow =3D3D<BR>>and=3D20
> >>>> see=3D3D20<BR>> what happens.<BR>Just to reiterate...when =3D
> >>>>I did a=3D20
> >>>> spdif bounce, even =3D3D<BR>>with my=3D3D20<BR>> system as =3D
> >>>>it<BR>is=3D20
> >>>> tonight, there are no crackles. That's wierd.=3D20
> >>>> Also<BR>=3D3D<BR>>the=3D3D20<BR>> crackles never<BR>show =3D
> >>>>till=3D20
> >>>> listening to the bounced=3D20
> >>>> =3D3D<BR>>file.<BR>><BR>>3.)=3D3D20<BR>> can =3D
> >>>>you=3D20
> >>>> determine where the crackle rears it's ugly head?<BR>>IOW,=3D20
> >>>> =3D3D<BR>>is it=3D3D20<BR>> constant, more or less, or is it =3D
> >>>>intermittent?=3D20
> >>>> If<BR>>it's =3D3D<BR>>intermittent,=3D3D20<BR>> does =3D
> >>>>it seem to=3D20
> >>>> coincide with any particular<BR>instrument or =3D
> >>>>=3D3D<BR>>track?=3D20
> >>>> For=3D3D20<BR>> example, could it be a =3D
> >>>>particular<BR>plugin on=3D20
> >>>> the - let's say - =3D3D<BR>>cowbell=3D3D20<BR>> track, which =3D
> >>>>occurs=3D20
> >>>> though<BR>>most of the song, but not on =3D
> >>>>the=3D3D20<BR>> =3D20
> >>>> (confounded) bridge?<BR><BR>totally random...not in anyway =3D
> >>>>
> >>>> associated<BR>=3D3D<BR>>with a=3D3D20<BR>> particular =3D
> >>>>instrument.=3D20
> >>>> Fairly<BR>study though, like a bowl of rice=3D3D20<BR>> =3D20
> >>>> crispies.<BR>><BR>>4.) mute/disconnect the right =3D
> >>>>channel=3D20
> >>>> when =3D3D<BR>>listening=3D3D20<BR>> back to<BR>the=3D20

> >>>>  crackle-infested bounce to see if there's any =
>=3D3D<BR>>pattern=3D20
> >>>>  that=3D3D20<BR>> <BR>>might apply to (3)=3D20
> >>>>  above?<BR><BR>none<BR>><BR>>5.) Is=3D20
> >>>>  =3D3D<BR>>the=3D3D20<BR>> crackle happening on ALL systems? =3D
> >>>>IOW, have=3D20
> >>>>  you<BR>>burned a CD of =3D3D<BR>>the=3D3D20<BR>> =3D
> >>>>bounced tracks=3D20
> >>>>  & played it back on a home<BR>>stereo, in your =3D
> >>>>=3D3D<BR>>car,=3D20
> >>>>  on=3D3D20<BR>> headphones, etc? Is it possible =3D
> >>>>that<BR>>for some=3D20
> >>>>  odd reason the =3D3D<BR>>crackle is=3D3D20<BR>> due to =3D
> >>>>something in=3D20
> >>>>  your<BR>>monitoring setup that isn't showing up=3D20
> >>>>  =3D3D<BR>>on=3D3D20<BR>> regular playback, =3D
> >>>>but<BR>>might be=3D20
> >>>>  showing up on a rendered =3D
> >>>>=3D3D<BR>>file?<BR>This=3D3D20<BR>> first=3D20
> >>>>  came to my attention after I burned a CD of test mixes for=3D20
> >>>>  =3D3D<BR>>the<BR>client=3D3D20<BR>> and he called me =3D
> >>>>after he got=3D20
> >>>>  home and listened on his system =3D3D<BR>>(this<BR>was=3D20
> >>>>  an=3D3D20<BR>> audio CD)so I would say it happens on all =3D
> >>>>systems...but I=3D20
> >>>>  havn't=3D3D20<BR>> burnt<BR>another CD yet.<BR>It =3D
> >>>>does happen=3D20
> >>>>  on my NS 10's as well as my<BR>=3D3D<BR>><BR> Mackie 824's. =3D
> >>>>The 824's=3D20
> >>>>  are hooked<BR>up thru the spdif out of =3D3D<BR>>the =3D
> >>>>mec=3D3D20<BR>> =3D20
> >>>>  to a DAC-1 to a PVC passive volume control.<BR>The NS 10's =
>are=3D20
> >>>>  hooked<BR>=3D3D<BR>>up thru=3D3D20<BR>> 2 analogue outs from =3D
> >>>>the Mec into=3D20
> >>>>  a GFA power<BR>amp. Crackles exisist<BR>=3D3D<BR>>on =3D
> >>>>the=3D3D20<BR>> =3D20
> >>>>  left channel on both sets of speakers.<BR><BR>>6.) =3D
> >>>>What=3D20
> >>>>  happens =3D3D<BR>>when=3D3D20<BR>> you open up an older =3D
> >>>>project that=3D20
> >>>>  you<BR>>DIDN'T have this problem =3D
> >>>>=3D3D<BR>>on...?=3D3D20<BR>> If=3D20
> >>>>  you do a bounce with that,<BR>>does it sound as it did =3D
> >>>>before,=3D20
> >>>>  =3D3D<BR>>or does=3D3D20<BR>> it now have =3D
> >>>>the<BR>>crackles in=3D20
> >>>>  it?<BR><BR>Not nearly as bad...No =3D

> >>>>=3D3D<BR>>study=3D3D20<BR>> =3D20
> >>>> diet of rice crispies, but there were a couple<BR>of =
>crackles=3D20
> >>>> (random,<BR=3D3D<BR>>I=3D3D20<BR>> bounced twice and listend =
>=3D
> >>>>to both=3D20
> >>>> mixes out of phase,<BR>set markers =3D3D<BR>>at =3D
> >>>>the=3D3D20<BR>> =3D20
> >>>> crackles, and verified by listening one at a time) =
>This<BR>also=3D20
> >>>> leads<BR=3D3D<BR>>me to=3D3D20<BR>> believe it's some sort of =
>=3D
> >>>>ppj=3D20
> >>>> corruption brought on by the<BR>UAD =3D3D<BR>>stuff,=3D20
> >>>> only=3D3D20<BR>> it happens over time, but I haven't been able =
>=3D
> >>>>to=3D20
> >>>> verify=3D3D20<BR>> =3D
> >>>>this<BR>yet.<BR><BR>>7.) Have=3D20
> >>>> you tried physically swapping =3D3D<BR>>your left=3D3D20<BR>> =
>=3D
> >>>>speaker=3D20
> >>>> with<BR>>your right speaker?<BR>swapping speakers make=3D20
> >>>> no=3D3D20<BR>> difference, swapping the cables leading to=3D20
> >>>> the<BR>speakers makes it =3D3D<BR>>happen in=3D3D20<BR>> =3D
> >>>>the right=3D20
> >>>> speaker.<BR><BR>>Just trying to think of things to=3D20
> >>>> =3D3D<BR>>try &=3D3D20<BR>> narrow it down =3D
> >>>>by<BR>>process of=3D20
> >>>> elimination.<BR><BR>I appreciate =3D
> >>>>=3D3D<BR>>your=3D3D20<BR>> =3D20
> >>>> thought process. If this makes a light go off for you,<BR>please
=
>=3D
> >>>>let=3D20
> >>>> =3D3D<BR>>me=3D3D20<BR>> know.<BR><BR>>Can =3D
> >>>>you e-mail=3D20
> >>>> me an mp3 file of any song or =3D3D<BR>>songs that=3D3D20<BR>> =
>=3D
> >>>>
> >>>> it's<BR>doing this on? If so, send it to: neil=3D20
> >>>> =3D3D<BR>>DOT=3D3D20<BR>> henderson AT<BR>sbcglobal =3D
> >>>>DOT net I'd=3D20
> >>>> be curious as to =3D3D<BR>>what it=3D3D20<BR>> sounds=3D20
> >>>> like.<BR><BR>will=3D20
> >>>> =3D
> >>>>=3D3D<BR>>Do<BR>><BR>>Neil<BR>><BR>>=3D
> >>>><BR>>"Rod=3D3D20<BR>> =3D20

---

> >>>>  Lincoln" <<A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
> >>>> =3D
> =
>>>>>href=3D3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
></A>&a=3D
> =
>>>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=3D=
>
> >>>>A>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20
> >>>>  wrote:<BR>>><BR>>>OK..I got everything hooked =3D
> >>>>backk up=3D20
> >>>>  and =3D3D<BR>>sure=3D3D20<BR>> enough, the crackle is=3D20
> >>>>  back<BR>>>on bounce to disk...in the left=3D20
> >>>>  =3D3D<BR>>channel=3D3D20<BR>> only, same as always. I tried=3D20
> >>>>  panning<BR>>>everything oppisite,=3D20
> >>>>  =3D3D<BR>>crackle,=3D3D20<BR>> tried lowering levels,=3D20
> >>>>  crackle.<BR>>>When I took all the tracks =3D3D<BR>>off=3D20
> >>>>  the=3D3D20<BR>> submixes except for the drums on=3D20
> >>>>  submix<BR>>>1, there were NO =3D
> >>>>=3D3D<BR>>crackles.=3D3D20<BR>> =3D20
> >>>>  There were also NO crackles when bouncing audio<BR>>>from =3D
> >>>>any=3D20
> >>>>  =3D3D<BR>>submix by=3D3D20<BR>> itself. <BR>>>This =3D
> >>>>is a 24 bit=3D20
> >>>>  mix with 24 bit tracks, so I =3D3D<BR>>tried=3D3D20<BR>> =3D
> >>>>(advice from=3D20
> >>>>  Aaron)<BR>>rendering<BR>>>some of the tracks to=3D20
> >>>>  =3D3D<BR>>16 bit.=3D3D20<BR>> I rendered all the drums (15 =3D
> >>>>tracks)=3D20
> >>>>  and<BR>5<BR>>>other tracks =3D3D<BR>>to =3D
> >>>>16=3D3D20<BR>> =3D20
> >>>>  bit, leaving 10 tracks at 24 bit...Crackles came =3D
> >>>>back<BR>>>when=3D20
> >>>>  =3D3D<BR>>bouncing=3D3D20<BR>> the entire mix. That's where =3D
> >>>>I'm at. I can=3D20
> >>>>  always do=3D3D20<BR>> =3D
> >>>>the<BR>spdif<BR>>>bounce=3D20
> >>>>  method...it's a real hassle because of =3D3D<BR>>the =3D
> >>>>way=3D3D20<BR>> my=3D20
> >>>>  moitoring and<BR>work<BR>>>flow is, but it's doable, =3D
> >>>>and=3D20
> >>>>  =3D3D<BR>>seems to=3D3D20<BR>> work, but I'd like to get =
>this=3D20
> >>>>  thing<BR>>>figured out.=3D20
> >>>>  =3D3D<BR>><BR>>>I've=3D3D20<BR>> had it for today. =3D
> >>>>Going to=3D20
> >>>>  crash.<BR>>>Rod<BR>>>"Rod=3D20
> >>>>  =3D3D<BR>>Lincoln"=3D3D20<BR>> <<A=3D3D20<BR>> =3D20

> >>>>  =3D3D<BR>>href=3D3D3D"<A=3D20
> >>>>  =3D
> =
>>>>>href=3D3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.c=
>om</A'=3D
> =
>>>>>>mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A</=3D=
>
> >>>>A>>=3D3D<BR>>>=3D3D20<BR>> =3D20
> >>>>  wrote:<BR>>>>><BR>>>>>Well, I THOUGHT I =3D
> >>>>had my=3D20
> >>>>  "bounce =3D3D<BR>>to=3D3D20<BR>> disk" crackles whipped, but =3D
> >>>>they=3D20
> >>>>  came<BR>>>>>back. This time I =3D3D<BR>><BR>> =3D
> >>>>re-patched=3D20
> >>>>  and did a spdif bounce and that seemed=3D3D20<BR>> =3D20
> >>>>  to<BR>>cure<BR>>>>>it. I havn't tried it yet =3D
> >>>>with=3D20
> >>>>  bounce to =3D3D<BR>>disk to=3D3D20<BR>> verify that the=3D20
> >>>>  crackling<BR>>>>>comes back, but I bet it =3D
> >>>>=3D3D<BR>>will.=3D20
> >>>>  I=3D3D20<BR>> wonder what could be causing this?=3D20
> >>>>  =3D3D<BR>>The<BR>>>>last<BR>>>>>time=3D20
> >>>>  I=3D3D20<BR>> did a fresh install of my system (via ghost) and =
>=3D
> >>>>it seemed=3D20
> >>>>  to=3D3D20<BR>> get<BR>>>>>rid of it, for a while. =3D
> >>>>I'm going=3D20
> >>>>  to try a bounce =3D3D<BR>>to disk=3D3D20<BR>> and see if=3D20
> >>>>  the<BR>>>>>crackles return.<BR>>>>>The way =3D
> >>>>
> >>>>  =3D3D<BR>>my=3D3D20<BR>> system is set up, because of space =3D
> >>>>limitations,=3D20
> >>>>  and the=3D3D20<BR>> =3D
> >>>>fact<BR>>>>that<BR>>>>>I=3D20
> >>>>  have to have my drums basically =3D3D<BR>>in the=3D3D20<BR>> =3D
> >>>>mix position=3D20
> >>>>  (facing the other<BR>>>>way)<BR>>>>>makes it=3D20
> >>>>  =3D3D<BR>>A=3D3D20<BR>> FREAKIN PITA to crawl behind the gear =
>=3D
> >>>>and unplug=3D20
> >>>>  the=3D3D20<BR>> spdif<BR>>cable<BR>>>>>going =3D
> >>>>to the=3D20
> >>>>  DAC-1 and re-patch a cable =3D3D<BR>>loop. I=3D3D20<BR>> =3D
> >>>>accidently=3D20
> >>>>  unplugged something<BR>>>>>while doing it, and had =3D
> >>>>=3D3D<BR>>to=3D20
> >>>>  rip=3D3D20<BR>> abouat half the system out to =3D

> >>>>find=3D3D20<BR>> =3D20
> >>>> =3D
> >>>>=3D3D<BR>>it.<BR>ERRRRRRRRRRRRRRRR!<BR>>>>>Rod<BR=3D
> >>>>>>><BR>><BR></BLO=3D3D<BR>>CKQUOTE><BR>>=3D
> >>>>;<DIV><FONT=3D20
> >>>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight =3D
> >>>>spam,=3D20
> >>>> =3D
> >>>>=3D3D<BR>>and=3D3D20<BR>>you?<BR><A=3D3D20<BR>>href=3D3D3D "<A=3D20
> >>>> =3D
> =
>>>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com=
>/refer=3D
> =
>>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</=
>A=3D
> >>>>>=3D3D<BR>>.html</A>=3D20
> >>>> =3D
> >>>></FONT></DIV></BODY></HTML><BR>><BR><BR>></BR></=3D
> >>>>BLOCKQUOTE></BODY></HTML>
> >>>>
> >>>>
> >>>
> >>
> >
>
>
><!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><FONT face=3DArial size=3D2>Rod,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>If SPDIF is always a clean bounce then
=
>I suspect=20
>hardware for sure.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>I'd say ribbon connectors between the =
>cards or=20
>points on the EDS card.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Maybe a bad EDS card.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Neil" <<A href=3D"mailto:OIU@OIU.com">OIU@OIU.com</A>> =
>wrote in=20
> message <A=20
> =
>href=3D"news:472f5dde$1@linux">news:472f5dde$1@linux</A>...</DIV><BR>You
=
>know,=20
> the only other thing I can think of is that it's an<BR>input overload
=
>problem=20
> with one of your UAD plugins. Consider<BR>trying this: Get a simple =
>VST gain=20
> plugin like this one:<BR><BR><A=20
> =
>href=3D"http://www.gvst.co.uk/dl070421/GGain-GJ.zip">http://www.gvst.co.u=
>k/dl070421/GGain-GJ.zip</A><BR><BR>Insert=20
> it BEFORE every UAD plugin you're using, dropping the<BR>gain by let's
=
>say=20
> 5db, then on the UAD plug's output, make up<BR>the 5db=20
> difference.<BR><BR>Neil<BR><BR><BR><BR>"Rod Lincoln" <<A=20
> =
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>t;=20
> wrote:<BR>><BR>>Yeah, I did that when this initially started, a =
>couple=20
> weeks ago.<BR>>Rod<BR>>"Neil" <<A=20
> href=3D"mailto:OIU@IOU.com">OIU@IOU.com</A>>=20
> wrote:<BR>>><BR>>>And you've already done the usual stuff =
>like=20
> removing your EDS<BR>>>cards, cleaning off the contacts & =
>re-seating=20
> them,=20
> =
>etc?<BR>>><BR>>>Neil<BR>>><BR>>><BR>>><BR>&=
>gt;>"Rod=20
> Lincoln" <<A=20
> =
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>t;=20
> wrote:<BR>>>><BR>>>>Tom, I've already done that. =
>It's not=20
> that. It's definiatly something<BR>that<BR>>>>only shows up =
>on the=20
> bounced to disk file. Also it's totally random=20

> and<BR>>>not<BR>>>>>at all related to any single audio =
>event.=20
> <BR>>>>>Rod<BR>>>>>"Tom Bruhl" <<A=20
> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20
> wrote:<BR>>>>>><BR>>>>>><BR>>>>>>Okay =
>
> Rod,<BR>>>>>>How about one track with the UAD=20
> plugs<BR>>>>>>that has a few rough spots that are=20
> amplified<BR>>>>>>by the plugin=20
> set?<BR>>>>>><BR>>>>>>Mute one track at a time =
>to find=20

> =
>sure.<BR>>>>>>???<BR>>>>>>Tom<BR>>>>>>&n=
>bsp;=20
> "Rod Lincoln" <<A=20
> =
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>t;=20
> wrote in message=20
> =
>=3D<BR>>>>>>news:472f2455$1@linux...<BR>>>>>><BR>&g=

> I agree with you, except that when I play back an old project=20

>the=20
> problem, it doesn't crackl, even with more tracks and=20

>the ppj's=20


> Bruhl" <<A =
>href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20


>>Do=20
> the crackles repeat themselves in exactly the same=20

>look at=20

>waveform=20

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Subject: Re: Crackles are back...not on SPDIF though
Posted by Neil on Tue, 06 Nov 2007 02:38:34 GMT

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>
>That makes sense, but why does it only happen when I start using the latest
>UAD software, and then only after some time and banging about? >
>That makes sense, but why does it only happen when I start using the latest
>UAD software, and then only after some time and banging about?

Heat-related to the UAD card?

Neil

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Subject: Re: Crackles are back...not on SPDIF though
Posted by Aaron Allen on Tue, 06 Nov 2007 03:18:05 GMT

I wonder if you have some bad RAM. Have you run an extensive test on that
particular?

AA

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:472fd057$1@linux...
>
> Well, I thought about that one also. I tested by shutting down friday
> night
> and opening the same project saturday afternoon, immediatly after turning
> on for the 1st time. Still had the crackles, and they were just as bad. I
> also opened another project with almost identical track count and plugs
> (used
> the same template for both) that hadn't had problems....no problems.
> Rod
> "Neil" <OIU@OIU.com> wrote:
>>
>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>>
>>>That makes sense, but why does it only happen when I start using the
>>>latest
>>>UAD software, and then only after some time and banging about? >
>>>That makes sense, but why does it only happen when I start using the
>>>latest
>>>UAD software, and then only after some time and banging about?
>>
>>Heat-related to the UAD card?
>>
>>Neil

---

>

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## Subject: Re: Crackles are back...not on SPDIF though
Posted by Rod Lincoln on Tue, 06 Nov 2007 03:24:23 GMT

Well, I thought about that one also. I tested by shutting down friday night
and opening the same project saturday afternoon, immediatly after turning
on for the 1st time. Still had the crackles, and they were just as bad. I
also opened another project with almost identical track count and plugs (used
the same template for both) that hadn't had problems....no problems.
Rod
"Neil" <OIU@OIU.com> wrote:
>
>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>
>>That makes sense, but why does it only happen when I start using the latest
>>UAD software, and then only after some time and banging about? >
>>That makes sense, but why does it only happen when I start using the latest
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>Heat-related to the UAD card?
>
>Neil

---

## Subject: Re: Crackles are back...not on SPDIF though
Posted by Aaron Allen on Tue, 06 Nov 2007 04:12:02 GMT

I don't recall what CPU speed we talked about the other day to be honest. I
know I looked it up online and verified it so whatever we came to then would
be correct.
Have you tried to change the cooling on the whole box (IE, have you opened
the box and stuck a fan on it) yet?
Could be failing hardware, but it sounds like it's manifesting itself as
aberrations in the memory writes. RAM, HDD's, CPU, power supply would all be
suspect in that scenario. When's the last time you blew it all out with
compressed air?

AA

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:472fe986$1@linux...
>
> I did the long memory test on post..everything OK. by the way its an xp

---

> 2400.
> is that what you figured out the other night?
> rod
> "Aaron Allen" <know-spam@not_here.dude> wrote:
>>I wonder if you have some bad RAM. Have you run an extensive test on that
>
>>particular?
>>
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>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
>>news:472fd057$1@linux...
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>

Subject: Re: Crackles are back...not on SPDIF though
Posted by Rod Lincoln on Tue, 06 Nov 2007 05:11:50 GMT

I did the long memory test on post..everything OK. by the way its an xp 2400.
is that what you figured out the other night?
rod
"Aaron Allen" <know-spam@not_here.dude> wrote:
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>
>

Subject: Re: Crackles are back...not on SPDIF though
Posted by Rod Lincoln on Tue, 06 Nov 2007 07:05:37 GMT
View Forum Message <> Reply to Message

I did that 2 weeks ago when I cleaned and re-seated all the cards and cables.
Rod
"Aaron Allen" <know-spam@not_here.dude> wrote:
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