
Subject: OT: Waves plugins and CPU use
Posted by [Don Nafe](#) on Sun, 19 Feb 2006 16:05:08 GMT
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Hi all

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

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

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

Don

Subject: Re: Waves plugins and CPU use
Posted by [RZ](#) on Sun, 19 Feb 2006 19:20:42 GMT
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Just a side note: Since I did my last computer upgrade I get a DC pop at the beginning of a track playing back with DX plug-ins. Some plug-ins are worse than others with the Waves RComp being most offensive. This can be eliminated by placing a mute at the beginning of the track, but this doesn't prevent it when starting mid-song. I would sure like to know if anyone has ever experienced this before.

RZ

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

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> Don

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Subject: Re: Waves plugins and CPU use
Posted by [Don Nafe](#) on Sun, 19 Feb 2006 20:44:06 GMT
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I occasionally get the odd pop here and there and have always used your method of adding dead air just before the offending section...especially mid track

Don

"RZ" <pearlmusic@sbcglobal.net> wrote in message news:43f8c66f\$1@linux...
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> available in 3.5. The theory is that it takes more cpu to process half of a
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>> Don

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Subject: Re: Waves plugins and CPU use
Posted by [Tom Bruhl](#) on Sun, 19 Feb 2006 21:06:20 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_000C_01C6356E.6C54F6A0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Don,

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

Tom

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

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Don,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Render your Waves plugin tracks so you =
can still=20
use</FONT></DIV>
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the</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>object starts.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
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BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
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  wrote in message <A=20
  href=3D"news:43f8da00@linux">news:43f8da00@linux</A>...</DIV>I =
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"RZ" <<A=20
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href=3D"mailto:pearlmusic@sbcglobal.net">pearlmusic@sbcglobal.net>=
wrote=20
in message <A=20
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</BLOCKQUOTE></BODY></HTML>

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

Subject: Re: Waves plugins and CPU use
Posted by [Aaron Allen](#) on Sun, 19 Feb 2006 21:10:49 GMT
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Yup. The way I handle it is I keep a blank audio file to put 'behind' the partial audio you want to keep. Make sure to lock your crossfade handles on the audio track you want to put on top of the blank before laying it back over.

Lock audio handles in editor
Move audio to jail
Import one 'blank' audio (I think I built mine by recording silence on a digital input... been a few years) and copy/paste it into the track you are experiencing track popping on
Pull the audio back out of the jail and put it back on top of the blank/silent track

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

May this find use for you,
AA

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Subject: Re: Waves plugins and CPU use
Posted by [RK](#) on Sun, 19 Feb 2006 22:45:29 GMT
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I had a case of the pops with 3.5 as well. Did the workarounds, then worked back around to 3.0.

Kent

"Don Nafe" <dnafe@magma.ca> wrote in message <news:43f8989e@linux...>
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> Don
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Subject: Re: Waves plugins and CPU use
Posted by [Suad](#) on Thu, 23 Feb 2006 20:42:47 GMT
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I found that any Waves newer than 3.2 can crash PARIS when switching submixes from virtual to card and sometimes on project startup. More when there is many plugins... BBE sonic maximizer DX is the same story... VST works fine.
.....and on 98 or ME everything works fine... (even Waves 5.0)

I stuck on 3.2 DX on Win XP.

Cheers.

Suad

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

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

> back around to 3.0.

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> Kent

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