
Subject: UAD-1 V.3.9 and Mac

Posted by [Gantt Kushner](#) on Tue, 29 Apr 2008 18:32:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've asked about this but it was ages ago and I'm curious to check in again.

when I upgraded to v.3.9 of the UAD-1 Powered Plugins I began having problems with clicks, pops and occasional loud (REALLY LOUD!) hooting noises that scared my clients and me half to death. I tried to go back to v.3.7 but could not. UA tech support was useless - they no longer support Mac OS 9 and no one seemed interested in even trying to help. So, I've pretty much quit using the UAD-1 FX w/ Paris. Is anyone else running Paris on a Mac w/ UAD-1 v.3.9?

Gantt

Subject: Re: UAD-1 V.3.9 and Mac

Posted by [Ted Gerber](#) on Tue, 29 Apr 2008 21:13:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes - I'm using 3.9 on Mac OS 9.2.2

I have found most of the UAD "noise" issues centre around the Fairchild emulation, and after adjusting the plugin to the desired settings, I will "render track to disk with Native Plugins" under the Audio menu in the Editor window, and then, of course, remove the Fairchild.

While I'm auditioning it, prior to rendering, I hit the space bar rapidly to stop and re-start the transport whenever noise occurs. This seems to eliminate it.

Ted

"Gantt Kushner" <ganttmann@comcast.net> wrote:

>

>I've asked about this but it was ages ago and I'm curious to check in again.

> when I upgraded to v.3.9 of the UAD-1 Powered Plugins I began having problems

>with clicks, pops and occasional loud (REALLY LOUD!) hooting noises that

>scared my clients and me half to death. I tried to go back to v.3.7 but

>could not. UA tech support was useless - they no longer support Mac OS

9

>and no one seemed interested in even trying to help. So, I've pretty much

>quit using the UAD-1 FX w/ Paris. Is anyone else running Paris on a Mac

>w/ UAD-1 v.3.9?

>

>Gantt

Subject: Re: UAD-1 V.3.9 and Mac

Posted by [Gantt Kushner](#) on Wed, 30 Apr 2008 00:53:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have the problem with the LA-2 and 1176 plugins. I don't use the f|Fairchild as often. I wonder if it's mostly compressors that are affected? I also find that hitting the space bar to stop and restart frequently stops the noise. I got tired of fooling with it. My last few projects have been UAD-1-less. I've considered switching from Mac to PC. That would make the newer UAD-1 and Waves FX available for Paris, which they are not on a Mac in OS 9.

Gantt

"Ted Gerber" <tedgerber@rogers.com> wrote:

>

>Yes - I'm using 3.9 on Mac OS 9.2.2

>

>I have found most of the UAD "noise" issues centre around
>the Fairchild emulation, and after adjusting the plugin to the
>desired settings, I will "render track to disk with Native
>Plugins" under the Audio menu in the Editor window, and then,
>of course, remove the Fairchild.

>

>While I'm auditioning it, prior to rendering, I hit the space
>bar rapidly to stop and re-start the transport whenever noise
>occurs. This seems to eliminate it.

>

>Ted

>

>

>"Gantt Kushner" <ganttmann@comcast.net> wrote:

>>

>>I've asked about this but it was ages ago and I'm curious to check in again.
>> when I upgraded to v.3.9 of the UAD-1 Powered Plugins I began having
problems

>>with clicks, pops and occasional loud (REALLY LOUD!) hooting noises that
>>scared my clients and me half to death. I tried to go back to v.3.7 but
>>could not. UA tech support was useless - they no longer support Mac OS
>9

>>and no one seemed interested in even trying to help. So, I've pretty much
>>quit using the UAD-1 FX w/ Paris. Is anyone else running Paris on a Mac
>>w/ UAD-1 v.3.9?

>>

>>Gantt

>

Subject: Re: UAD-1 V.3.9 and Mac

Longshot thought from a PC guy but... is it possible that the Fairchild requires either more CPU power or RAM allocation? I know that RAM allocation is kind of a big deal in OS9 and older. Perhaps you can find a CPU/RAM usage meter of some sort for the native system that you can watch when you engage the plug in question.

AA

"Gantt Kushner" <ganttmann@comcast.com> wrote in message
news:4817c30a\$1@linux...

>

> I have the problem with the LA-2 and 1176 plugins. I don't use the

> f|Fairchild

> as often. I wonder if it's mostly compressors that are affected? I also

> find that hitting the space bar to stop and restart frequently stops the

> noise. I got tired of fooling with it. My last few projects have been

> UAD-1-less.

> I've considered switching from Mac to PC. That would make the newer UAD-1

> and Waves FX available for Paris, which they are not on a Mac in OS 9.

>

> Gantt

>

> "Ted Gerber" <tedgerber@rogers.com> wrote:

>>

>>Yes - I'm using 3.9 on Mac OS 9.2.2

>>

>>I have found most of the UAD "noise" issues centre around

>>the Fairchild emulation, and after adjusting the plugin to the

>>desired settings, I will "render track to disk with Native

>>Plugins" under the Audio menu in the Editor window, and then,

>>of course, remove the Fairchild.

>>

>>While I'm auditioning it, prior to rendering, I hit the space

>>bar rapidly to stop and re-start the transport whenever noise

>>occurs. This seems to eliminate it.

>>

>>Ted

>>

>>

>>"Gantt Kushner" <ganttmann@comcast.net> wrote:

>>>

>>>I've asked about this but it was ages ago and I'm curious to check in

>>>again.

>>> when I upgraded to v.3.9 of the UAD-1 Powered Plugins I began having

> problems

>>>with clicks, pops and occasional loud (REALLY LOUD!) hooting noises that
>>>scared my clients and me half to death. I tried to go back to v.3.7 but
>>>could not. UA tech support was useless - they no longer support Mac OS
>>9
>>>and no one seemed interested in even trying to help. So, I've pretty
>>>much
>>>quit using the UAD-1 FX w/ Paris. Is anyone else running Paris on a Mac
>>>w/ UAD-1 v.3.9?
>>>
>>>Gantt
>>
>

Subject: Re: UAD-1 V.3.9 and Mac
Posted by [Ted Gerber](#) on Wed, 30 Apr 2008 05:02:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks Aaron-

I'll check the RAM allocation again, but I think it's
got plenty. I also am considering PC for Paris to run
under XP. I'm quite apprehensive about the switch tho,
I'm by no means a computer maestro.

Ted

"Aaron Allen" <know-spam@not_here.dude> wrote:
>Longshot thought from a PC guy but... is it possible that the Fairchild

>requires either more CPU power or RAM allocation? I know that RAM allocation

>is kind of a big deal in OS9 and older. Perhaps you can find a CPU/RAM usage

>meter of some sort for the native system that you can watch when you engage

>the plug in question.
>
>AA
>
>
>"Gantt Kushner" <ganttmann@comcast.com> wrote in message
>news:4817c30a\$1@linux...
>>
>> I have the problem with the LA-2 and 1176 plugins. I don't use the
>> f|Fairchild
>> as often. I wonder if it's mostly compressors that are affected? I also

>> find that hitting the space bar to stop and restart frequently stops the
>> noise. I got tired of fooling with it. My last few projects have been

>> UAD-1-less.

>> I've considered switching from Mac to PC. That would make the newer UAD-1
>> and Waves FX available for Paris, which they are not on a Mac in OS 9.

>>

>> Gantt

>>

>> "Ted Gerber" <tedgerber@rogers.com> wrote:

>>>

>>>Yes - I'm using 3.9 on Mac OS 9.2.2

>>>

>>>I have found most of the UAD "noise" issues centre around
>>>the Fairchild emulation, and after adjusting the plugin to the
>>>desired settings, I will "render track to disk with Native
>>>Plugins" under the Audio menu in the Editor window, and then,
>>>of course, remove the Fairchild.

>>>

>>>While I'm auditioning it, prior to rendering, I hit the space
>>>bar rapidly to stop and re-start the transport whenever noise
>>>occurs. This seems to eliminate it.

>>>

>>>Ted

>>>

>>>

>>>"Gantt Kushner" <ganttmann@comcast.net> wrote:

>>>>

>>>>I've asked about this but it was ages ago and I'm curious to check in

>>>>again.

>>>> when I upgraded to v.3.9 of the UAD-1 Powered Plugins I began having
>> problems

>>>>with clicks, pops and occasional loud (REALLY LOUD!) hooting noises that
>>>>scared my clients and me half to death. I tried to go back to v.3.7
but

>>>>could not. UA tech support was useless - they no longer support Mac
OS

>>>9

>>>>and no one seemed interested in even trying to help. So, I've pretty

>>>>much

>>>>quit using the UAD-1 FX w/ Paris. Is anyone else running Paris on a
Mac

>>>>w/ UAD-1 v.3.9?

>>>>

>>>>Gantt

>>>>

>>
>
>

Subject: Re: UAD-1 V.3.9 and Mac
Posted by [Eugene B](#) on Thu, 01 May 2008 23:13:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Running 3.8 uad on 9.22 G4 867 single card for many years with
zero noise issues.

Eugene

>
>I've asked about this but it was ages ago and I'm curious to check in again.
> when I upgraded to v.3.9 of the UAD-1 Powered Plugins I began having problems
>with clicks, pops and occasional loud (REALLY LOUD!) hooting noises that
>scared my clients and me half to death. I tried to go back to v.3.7 but
>could not. UA tech support was useless - they no longer support Mac OS
9
>and no one seemed interested in even trying to help. So, I've pretty much
>quit using the UAD-1 FX w/ Paris. Is anyone else running Paris on a Mac
>w/ UAD-1 v.3.9?
>
>Gantt

Subject: Re: UAD-1 V.3.9 and Mac
Posted by [Gantt Kushner](#) on Fri, 02 May 2008 02:04:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

I tried to go back. For some reason my UAD-1 cards won't let me. UA tech
support has been no help. They no longer support OS 9.

Gantt

"Eugene B " <martinlancer@hotmail.com> wrote:

>
>Running 3.8 uad on 9.22 G4 867 single card for many years with
>zero noise issues.
>Eugene
>>
>>I've asked about this but it was ages ago and I'm curious to check in again.
>> when I upgraded to v.3.9 of the UAD-1 Powered Plugins I began having
problems
>>with clicks, pops and occasional loud (REALLY LOUD!) hooting noises that
>>scared my clients and me half to death. I tried to go back to v.3.7 but
>>could not. UA tech support was useless - they no longer support Mac OS

>9

>>and no one seemed interested in even trying to help. So, I've pretty much
>>quit using the UAD-1 FX w/ Paris. Is anyone else running Paris on a Mac
>>w/ UAD-1 v.3.9?

>>

>>Gantt

>
