
Subject: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 14:40:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

you determine =
where the=20
crackle rears it's ugly head?
>>> > =
>IOW, is=20
it constant, more or less, or is it intermittent? =
If
>>> =20
> >it's intermittent, does it seem to coincide with any=20
particular
>>> > >instrument or =
track? For=20
example, could it be a particular
>>> > =

>plugin on the - let's say - cowbell track, which occurs=20
though
>>> &a

Subject: Re: Crackling on disk Bounce
Posted by [LaMontt](#) on Fri, 19 Oct 2007 14:47:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

mp; >most of the song, but =
not on=20
the (confounded) bridge?
>>> =20
>
>>> > totally random...not in =
anyway=20
associated with a particular =3D3D
>>> =
>instrument.=20
Fairly
>>> > study though, like a bowl =
of rice=20
crispies.
>>> > =
>
>>> =20
> >4.) mute/disconnect the right channel when listening =
back=20
to
>>> > >the crackle-infested =
bounce to see=20
if there's any pattern=20
=3D
>>>that=3D3D20
>>> =
> >might=20

Subject: Re: Crackling on disk Bounce
Posted by [John \[1\]](#) on Fri, 19 Oct 2007 15:31:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

; was an audio CD)so I =
would say=20
it happens on all systems...but=20
l
>=3D
>>>=3D3D
>>>>

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 16:18:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

spdif =
out of=20
the mec to a DAC-1 to a PVC passive=20
=
volume
>>=3D
>>>=3D3D
>>>> =
sp;=20
>control.
>>> > The NS 10's are =
hooked up=20
thru 2 analogue outs from the Mec=20
=
into
>a
>>=3D
>>>GFA
>>>g=
t; =20
=3D3D
>>> >power
>>> =
> =20
amp. Crackles exist on the left channel on both sets of=20
speakers.
>>> > =
>
>>> =20
> >6.) What happens when you open up an older project that =

you
>>> > >DIDN'T have this problem =
on...?=20
If you do a bounce with that,
>>> > =
>does it=20
sound as it did before, or does it now have =
the
>>>

Subject: Re: Crackling on disk Bounce
Posted by [Neil](#) on Fri, 19 Oct 2007 16:27:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

p; =20
> >crackles in it?
>>> =20
>
>>> > Not nearly as bad...No study =
diet of=20
rice crispies, but there were
>>=3D
>>>a=20
=3D3D
>>> >couple
>>> =

> =20
of crackles (random, I bounced twice and listened to both mixes=20
out
>>=3D
>>>>of
>>>> =
=3D3D
>>>> >phase,
>>>> =
> =20
set markers at the crackles, and verified by listening one at=20
a
=3D
>>>>time)
>>>> =20
=3D3D
>>>> >This
>>>> =
> =20
also leads me to believe it's some sort of ppj corruption=20
brought
>>=3D
>>>>on =
=3D3D
>>>> =20
>by the
>>>> > UAD stuff, only it =
happens=20
over time, but I haven't been able=20
to
>>=3D
>>>>=3D3D
>>>> =
>verify=20
this
>>>> > =
yet.
>>>>

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 16:37:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

/>
get
>>=3D
>>>>=3D3D
>>>> =
=20
>this thing
>>>> > >>figured=20
out.=3D3D20
>>>> > >>I've had it =
for today.=20
Going to crash.
>>>> > =20
>>Rod
>>>> > >>"Rod Lincoln" =
<<A=20
=
href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com=
>=20
wrote:
>>>> > =20
>>>
>>>> > >>Well, I =
THOUGHT=20
I had my "bounce to disk" crackles whipped,=20
=
but
>>>=3D
>>>>=3D3D
>>>> =
>they=20
came
>>>> > >>>back. This time =
I=20
re-patched and did a spdif bounce and=20

bgColor=#ffffff;
>>> =
</DIV></FONT=20
face=Arial size=2>Hey=20
</DIV>
>>> =20
</DIV>Do the =
crackles repeat=20
=3D
>>> themselves in =3D3D
>>> =
>exactly=20
the=20
>>> >same=20
places</DIV>
>>> =20
</DIV>on play back? =
If not, I'd=20
look
>>=3D
>>>at =
=3D3D
>>> =20
>
>>> >hardware. Do they show=20
up</DIV>
>>> =
</DIV></FONT=20
face=Arial size=2>in the waveform or are they=20
to
>>=3D
>>> low in =
=3D3D
>>> =20
>level? =3D3D20
>>> =20
</DIV>
>>> =20
</DIV> =

</DIV>
>>> </DIV></FONT =
face=Arial=20
size=2>If you suspect hardware I'd =
=3D
>>> think=20
CPU,
>>> =3D3D
>>> =20
</FONT=20
>>> =
>face=Arial=20
size=2>fan (make it cold!)=20
or</DIV>
>>> =
</DIV></FONT=20
face=Arial size=2>power supply. Not in that=20
=3D3D
>>> >order. =
Start=20
>>> =20
>with the =
cheapest fixes=20
=3D3D
>>> &

Subject: Re: Crackling on disk Bounce
Posted by [EK Sound](#) on Fri, 19 Oct 2007 18:24:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

 =20
>first.</DIV>
>>> =20

response. see=20
my answers interleaved =3D3D
>>> =20
=
>below
Rod
"Neil"=3D3D20
>>> =20
> <<A href=3D3D3D"<A=20
=
href=3D'mailto:OIU@l.com">OIU@l.com</A'>mailto:OIU@l.com">OIU@l.com<=
;/A>>=20
=3D3D
>>> =
>wrote:
>
&a mp;gt;This=20
is=3D3D20
>>> > weird... have you tried =
any of=20
the following:
>
&g t;1.)=20
pan=3D3D20
>>> > everything to center, =
and then=20
see if it still shows up
>on=20
=
the
>>=3D
>>>=3D3D
>>> =
=20
>left=3D3D20
>>> > channel? or is =
the=20
crackling then centered?

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

> 2-buss.

Bounce with No FX (Auxes, both =
internal=20
and =3D
>>>external) =3D3D
>>> =20
>still=3D3D20
>>> > =20
Crackles

Bounce with no plugs...this does produce a =

=
crackle
>>=3D
>>>=3D3D
>>> =&n=20
bsp;=20
>free=3D3D20
>>> > bounce. I tried=20
this
>the first time it happened a couple=20
weeks
>>=3D
>>>>ago, <B

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Fri, 19 Oct 2007 18:56:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

R>>>> =

=3D3D
>>> =
>&and=3D3D20
>>> =20
> thought I had it narrowed
down to the UAD plugs. I =

=
re-ghosted
>=3D
>>>=3D3D
>>> =
>&to=20

a=3D3D20
>>> > sys version that had an=20
earlier
UAD install (can't remember=20

=
the
>>>=3D
>>>=3D3D
>>> =
=20

>&number, it=3D3D20
>>> > had the =
Helios, but=20

not the Neve
88)and the crackles went=20
=
away,
>>>=3D
>>>&so
>>> =

=3D3D
>>> >&I=3D3D20
>>> =
> =20

thought it was a software rev that Paris
didn't like, but=20
just
>>>=3D
>>>&to =

=3D3D
>>> >&be=20

sure I=3D3D20
>>> > reloaded the new =
version of=20

the UAD software
(the one with=20

the
>>>=3D
>>>&Neve
>>> =20
=3D3D
>>> >&
>>> =

> 88)=20

and it still didn't crackle. At that point I
thought it=20

=3D3D
>>> >&might =

be=3D3D20
>>> =20

> something else altogether and since I am in the =
middle
of=20

a =3D
>>>&mixing
>>> =20

=3D3D
>>> =

>&project=3D3D20
>>> =20

> that I'm using the Neve 88 plug on a lot (love what=20

=

it
does)
I
>>>=3D
>>>&just
>>&=

> =20
=3D3D
>>> =

>&went=3D3D20
>>> =20

> for it, listening closely to bounces. I actually did=20
2
>bounces
>=3D
>>>of=20
=3D3D
>>> >every =
mix=3D3D20
>>> =20
> and listened back to both at the same time, out of=20
=
phase
>with
>=3D
>>>each
>>>=
 =20
=3D3D
>>> =
>other,=3D3D20
>>> =20
> to hear the difference, since the crackles appeared to=20
=3D
 >>>>be
>random.)
>>> =20
=3D3D
>>> =
>There=3D3D20
>>> =20
> were maybe 1 or 2 crackles per song on a couple songs,=20
=
and
>no
>=3D
>>>=3D3D
>>> =n=
bsp;=20
>

Subject: Re: Crackling on disk Bounce
Posted by [Aaron Allen](#) on Sat, 20 Oct 2007 00:17:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

=3D3D20
>>> > =

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

=3D
>>>associated
>>> =20
=3D3D
>>> >with =
a=3D3D20
>>> =20
> particular instrument. Fairly
>study though, like a =
bowl of=20
=3D
>>>rice=3D3D20
>>> =
> =20
crispies.
>>
>> ;4.) mute/disconnect the right =
channel=20
when =3D3D
>>> =20
>listening=3D3D20
>>> > back=20
to
>>the crackle-infested bounce to see if there's any=20
=3D3D
>>> >pattern =
that=3D3D20
>>> =20
>
>>might apply to (3)=20
above?
>
>none
>& ;5.) Is=20
=3D3D
>>> =
>the=3D3D20
>>> =20
> crackle happening on ALL systems? IOW, have =

you
a =
CD of
nbsp;
& the 20
& played
it back on a home stereo, in your
car, on 20
etc? Is it
possible that for some odd reason
the
crackle
is 20
your monitoring setup that isn't
=
showing up
& on 20
but might be showing up on a rendered
= 20
& file? This
first came
to my attention after I burned a CD of test mixes
for
the client
and he
called me after he got home and listened on his system
= 20
an audio CD) so I would say =
it
happens on all systems...but I
= 20
& nbsp;
burnt another CD yet. It does happen on my NS 10's =
as
=
well as
t;
= 20
& nbsp; Mackie
824's. The 824's are hooked up thru the spdif out of
= 20
mec
& nbsp; to a DAC-1 to a PVC passive volume control. The NS =
10's
are
= 20
= 20

thru=3D3D20
>>> =20
> 2 analogue outs from the Mec into a GFA power&

Subject: Re: Crackling on disk Bounce
Posted by [audioguy_editout_](#) on Wed, 24 Oct 2007 05:01:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

tic
>> and hope my insurance company understands the concept.
>>
>> ...er... sorry... rant off... ;-)
>>
>> Dedic
>>
>> "Chris Ludwig" <chrisl@adkproaudio.com> wrote in message
>> news:47616ab0\$1@linux...
>>> HI Saw this at AES. Seemed to sound very nice and was really low on cpu
>
>>> resources. Hopefully I'll be able to get a full copy soon.
>>> Chris
>>>
>>>
>>>
>>> LaMont wrote:
>>>> Check it out the audio demos..
>>>>
>>>> <http://www.overloud.com/>
>>>
>>> --

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Wed, 24 Oct 2007 05:05:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

"LaMont"
<jjdpro@gmail.com> wrote:

>
> Yeah I saw those early reviews on Nuendo's forum..I did not believe them.
> I listened to the demos on the web site and I think this Verb plug sounds
> fabulous!! Right up with Wlzzo Verb and IK's Classics. Like Chris stated,
> this is not a convo verb, but a digital verb replica. Really smooth. Listen
> to the vocal demos.. Wow!!
>
> P.S. Some of those folks on the Nuendo Forum are complete idiots that are

> more concerned about the latest DAW config than music or the art of naking,
> mixing daw(nuendo) tricks etc.. They sound like complete idiots when talking
&g

Subject: Re: Crackling on disk Bounce
Posted by [mike audet\[1\]](#) on Wed, 24 Oct 2007 12:50:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

br />
> >>> bug...so I don't know what I'll do this time.
> >>> Rod
> >>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
> >>> >
> >>> >
> >>> >I have to assume it works and sounds good. Anyone
> >>> >tried it with Paris yet? I know Rod said that
> >>> >4.7 and up won't render stereo with plugins anymore.
> >>> >
> >>> >I really want that thing!!! \$50 off too with their Christmas =
>deal.
> >>> >
> >>> >Anyone?
> >>> >
> >>> >
> >>> >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

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Wed, 24 Oct 2007 13:47:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

; </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="iso-8859-1">
> >>> <META content="MSHTML 6.00.2800.1400" name="GENERATOR">
> >>> <STYLE></STYLE>
> >>> </HEAD>
> >>> <BODY bgcolor="#ffffff">
> >>> <DIV><FONT face="Arial" size="2">I think I'll to a fresh clone
=
>before
> =
> >>> anything crazy?
> >>> happens!</FONT></DIV>
> >>> <DIV><FONT face="Arial" size="2">I might just try it to
> >>> see.</FONT></DIV>
> >>> <DIV><FONT face="Arial" size="2"></FONT> </DIV>
> >>> <DIV><FONT face="Arial" size="2">Is it just you and me with =
>Paris and
> a
> >> =
> >>> UAD these?
> >>> days?</FONT></DIV>
> >>> <DIV><FONT face="Arial" size="2"></FONT> </DIV>
> >>> <DIV><FONT face="Arial" size="2">Sheesh it's gettin' lonely =
>around these
> >> =
> >>>
> >>> parts.</FONT></DIV>
> >>> <DIV><FONT face="Arial" size="2">Tom</FONT></DIV>
> >>> <DIV><FONT face="Arial" size="2"></FONT> </DIV>
> >>> <DIV> </DIV>
> >>> <BLOCKQUOTE>
> >>> style="padding-right: 0px; padding-left: 5px; margin-left: 5px;
=
```

Subject: Re: Crackling on disk Bounce

Posted by [mike audet\[1\]](#) on Wed, 24 Oct 2007 15:21:53 GMT

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

;A=20

> =

> href="mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=

>t;=20

> wrote in message =

>
>news:4761b804\$1@linux...
>>
>> It=20

> might be just you and me.
>> Rod
>> "Tom Bruhl" =

><<A=20

> href="mailto:arpegio@comcast.net">arpegio@comcast.net>=20

> wrote:
>>>
>>>
>>>I think I'll to =

>a fresh=20
> clone before anything crazy happens!
>>>I might just try =
>it to=20
> see.
>>>
>>>Is it just you and me with Paris =
>and a UAD=20
> these days?
>>>
>>>Sheesh it's gettin' lonely =
>around=20
> these=20
> =
>parts.
>>>Tom
>>>
>>>
>>>=

> "Rod Lincoln" <<A=20
> =
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
>t;=20
> wrote in message=20
> =
>=3D
>>>news:47619bf0\$1 @linux...
>>>
>>>&g=

> I havn't tried the demo yet. For some reason the timed demo's=20

>just buy=20
> it...except last time I got burned by the no=20

>what I'll=20

>Bruhl"=20
> <arpegio@comcast.net> =
>

&g

Subject: Re: Crackling on disk Bounce
Posted by [Tom Bruhl](#) on Wed, 24 Oct 2007 23:55:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

says the Fairchild mono and EX M plug is not installed. To defeat =
this, install
4.5 again, specifying a folder other than the correct folder (you will =
delete
it later) and select the "install mono versions"
box. Go into the mono folder that's in the folder you chose, copy the =
Fairchild
and EX-M DLL's

(there the only ones that don't have the word (mono) in parenthesis) =
and
copy them to the correct folder. Then delete the bogus folder, or the =
UAD
dll's. I use the steinberg/vst folder, since that's what it defaults =
to,
and that's not what I use normally. You don't have to do this, but if =
the
error messages bug you (they do me) you can. The mono versions don't =
work
correctly in Paris, but it keeps the error screen from popping up.
"Tom Bruhl" <arpeggio@comcast.net> wrote:
>
>
>Hey Rod,
>What are settings to use in 3.3 wrapper so I don't lose presets?
>I thought I had a document here from before but can't find it
>in my Paris folder.
>
>Thanks,
>I'm ready to try it!!!
>Tom
> "Roc Lincoln" <rlincoln@nocpam.kc.rr.com> wrote in message =3D
>news:4761f0f7@linux...
>
> I just slide the track and get it sample accurate with sampleslide. =
i
=3D
>dunno,
> it's not that big of a deal for me.
> Rod
> "Rob Arsenault" <mani1147athotmaildotcom> wrote:
> >Funny, I was just thinkin last night how I should drop the old =
UAD-1
=3D
>back
>
> >into my Paris rig. I guess that would make 3 of us. So how do you =
=3D
>guys=3D20
> >handle the UAD in Paris, do you do the old track slide (PITA) or =
just
=3D
>make
> a=3D20
> >copy of the track, render / listen / undo?
> >
> >Thanks

> >Rob
> >
> >"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message=3D20
> >news:4761b804\$1@linux...
> >>
> >> It might be just you and me.
> >> Rod
> >> "Tom Bruhl" <arpeggio@comcast.net> wrote:
> >>>
> >>>
> >>>I think I'll to a fresh clone before anything crazy happens!
> >>>I might just try it to see.
> >>>
> >>>Is it just you and me with Paris and a UAD these days?
> >>>
> >>>Sheesh it's gettin' lonely around these parts.
> >>>Tom
> >>>
> >>>
> >>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
=3D3D
> >>>news:47619bf0\$1@linux...
> >>>
> >>> I havn't tried the demo yet. For some reason the timed demo's =
=3D
>don't
> =3D3D
> >>>work on
> >>> my system. I just buy it...except last time I got burned by =
the =3D
>no =3D3D
> >>>render
> >>> bug...so I don't know what I'll do this time.
> >>> Rod
> >>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
> >>> >
> >>> >
> >>> >I have to assume it works and sounds good. Anyone
> >>> >tried it with Paris yet? I know Rod said that
> >>> >4.7 and up won't render stereo with plugins anymore.
> >>> >
> >>> >I really want that thing!!! \$50 off too with their Christmas =
=3D
>deal.
> >>> >
> >>> >Anyone?
> >>> >
> >>> >

```

> >>> >I choose Polesoft Lockspam to fight spam, and you?
> >>> >http://www.polesoft.com/refer.html =3D3D20
> >>> >
> >>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =
Transitional//EN">
> >>> ><HTML><HEAD>
> >>> ><META http-equiv=3D3D3D3DContent-Type =
content=3D3D3D3D"text/html; =3D
>=3D3D3D
> >>> >charset=3D3D3D3Diso-8859-1">
> >>> ><META content=3D3D3D3D"MSHTML 6.00.2800.1400" =3D
>name=3D3D3D3DGENERATOR>
> >>> ><STYLE></STYLE>
> >>> ></HEAD>
> >>> ><BODY bgColor=3D3D3D3D#ffffff>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>I have to assume =
it =3D
>works =3D3D3D
> >>> >and sounds=3D3D3D20
> >>> >good. Anyone</FONT></DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>tried it with =
Paris =3D
>yet? I know
> >> =3D3D
> >>>=3D3D3D
> >>> >Rod said=3D3D3D20
> >>> >that</FONT></DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>4.7 and up won't =
render
=3D
>stereo
> =3D3D
> >>>with =3D3D3D
> >>> >plugins=3D3D3D20
> >>> >anymore.</FONT></DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> </DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>I really want =
that =3D
>thing!!! $50
> >> =3D3D
> >>>=3D3D3D
> >>> >off too with=3D3D3D20
> >>> >their Christmas deal.</FONT></DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> </DIV>
> >>> ><DIV><FONT face=3D3D3D3DArial =
size=3D3D3D3D2>Anyone?</FONT></DIV>
> >>> ><DIV><FONT size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam =
to =3D

```

```

>fight =3D3D
> >>>spam, =3D3D3D
> >>> >and=3D3D3D20
> >>> >you?<BR><A=3D3D3D20
> >>> =3D3D
> =3D
=
>>>>href=3D3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
t.c=3D
>om/re=3D3D
> >>>fer=3D3D3D
> >>> >.html</A> </FONT></DIV></BODY></HTML>
> >>> >
> >>> >
> >>>
> >>>
> >>><!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>I think I'll to a fresh =
clone
=3D
>before
> =3D3D
> >>>anything crazy=3D3D20
> >>>happens!</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I might just try it to =
=3D3D
> >>>see.</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Is it just you and me =
with =3D
>Paris and
> a
> >> =3D3D
> >>>UAD these=3D3D20
> >>>days?</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Sheesh it's gettin' =
lonely =3D
>around these

```

```
> >> =3D3D
> >>>
> >>>parts.</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>><DIV> </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.c=
om<=3D
>/A>&g=3D3D
> >>>t;=3D3D20
> >>> wrote in message <A=3D3D20
> >>> =3D
=
>href=3D3D3
```

Subject: Re: Crackling on disk Bounce
Posted by [mike audet\[1\]](#) on Thu, 25 Oct 2007 02:01:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
sounds =3D3D<BR>>>>good. =3D3D20<BR>>>> =3D20
> Anyone<BR>>>tried it with Paris yet? I know Rod said=3D20
> =3D3D<BR>>>>that<BR>>>4.7=3D3D20<BR>>>> =3D
>and up won't=3D20
> render stereo with plugins anymore.<BR>><BR>>I=3D20
> =3D3D<BR>>>>really want=3D3D20<BR>>>> that =3D
>thing!!! $50 off=3D20
> too with their Christmas=3D3D20<BR>>>> =3D20
> =3D
>deal.<BR>><BR>>Anyone?<BR>><BR>><B=3D
>R>>I=3D20
> choose Polesoft =3D3D<BR>>>>Lockspam=3D3D20<BR>>>> =3D
>to fight=3D20
> spam, and=3D20
> =3D
>=3D3D<BR>>>>you?<BR>>>http://www.polesoft.com/refer.html=3D20
> =3D3D20<BR>>>> <BR>><BR>><!DOCTYPE =3D
>HTML PUBLIC=3D20
```

```

> "-//W3C//DTD HTML 4.0<BR>>>> =3D20
> =3D
>Transitional//EN"><BR>><HTML><HEAD><BR>>=3D
><META=3D3D20<BR>>>> =3D20
> http-equiv=3D3D3D3DContent-Type =3D
>content=3D3D3D3D"text/html;=3D3D20<BR>>>> =3D20
> =3D3D3D<BR>>> charset=3D3D3D3DISO-8859-1"><BR>><META =3D
>
> =3D3D<BR>>>>content=3D3D3D3D"MSHTML=3D3D20<BR>>>> =3D20
> 6.00.2800.1400"=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>name=3D3D3D3DGENERATOR><BR>><STYLE><=3D
>./STYLE><BR>></HEA=3D3D<BR>>>>D><BR>>&l=3D
>t;BODY=3D3D20<BR>>>> =3D20
> bgColor=3D3D3D3D#ffffff><BR>><DIV><FONT =3D
>face=3D3D3D3DArial=3D20
> =3D3D<BR>>>>size=3D3D3D3D2>l=3D3D20<BR>>>> have =3D
>to assume it=3D20
> works =3D3D3D<BR>>>and=3D20
> sounds=3D3D3D20<BR>>>good.=3D3D20<BR>>>> =3D20
> Anyone</FONT></DIV><BR>><DIV><FONT=3D20
> =3D3D<BR>>>>face=3D3D3D3DArial=3D3D20<BR>>>> =3D
>size=3D3D3D3D2>tried=3D20
> it with Paris yet? I know =3D
>=3D3D3D<BR>>>Rod=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>said=3D3D3D20<BR>>>that</FONT></DIV>=3D
><BR>><DIV><FONT=3D3D<BR>>>>=3D3D20<BR>>>>=3D
> =3D20
> face=3D3D3D3DArial size=3D3D3D3D2>4.7 and up won't render =
stereo=3D20
> with=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>=3D3D3D<BR>>>plugins=3D3D3D20<BR>>>anymore=3D
>.</FONT></DIV><BR>>>&=3D3D<BR>>>>lt;DIV>=3D
>.<FONT=3D3D20<BR>>>> =3D20
> face=3D3D3D3DArial size=3D3D3D3D2></FONT>=3D20
> =3D
>=3D3D<BR>>>></DIV><BR>>><DIV><FONT=3D3D20<BR>=3D
>>>> =3D20
> face=3D3D3D3DArial size=3D3D3D3D2>I really want that thing!!! =
$50=3D20
> =3D3D<BR>>>>=3D3D3D<BR>>>off =3D
>too=3D3D20<BR>>>> =3D20
> with=3D3D3D20<BR>>>their Christmas=3D3D20<BR>>>> =3D20
> deal.</FONT></DIV><BR>>><DIV><FONT=3D20
> =3D3D<BR>>>>face=3D3D3D3DArial=3D3D20<BR>>>> =3D20
> size=3D3D3D3D2></FONT> =3D

```

```
</DIV><BR>><DIV><FONT=3D20
> =3D3D<BR>>>>face=3D3D3D3DArial=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>size=3D3D3D3D2>Anyone?</FONT></DIV><BR=3D
>>><DIV><FONT=3D3D<BR>>>>=3D3D20<BR>>>> =3D
>=3D20
> size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam to =3D
>fight=3D20
> =3D3D<BR>>>>spam,=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>=3D3D3D<BR>>>and=3D3D3D20<BR>>>you?<BR&=3D
>gt;<A=3D3D3D20<BR>>>href=3D3D3D3D"<A=3D3D20<BR>>>> =3D
>=3D20
> =3D
>=3D3D<BR>>>>href=3D3D3D'http://www.polesoft.com/refer.html">http:=3D
>/www.polesoft.com/refer=3D3D<BR>>>>'>http://www.polesoft.com/r=3D
>efer.html">http://www.polesoft.com/refer</A=3D3D<BR>>>>=3D3D=3D
>3D<BR>>>.html</A>=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>></FONT></DIV></BODY></HTML><=3D
>;<BR>><BR>><BR></=3D3D<BR>>>>BLOCKQUOTE>=3D
></BODY></HTML><BR>>>><BR>>>><BR>>>>=3D20
> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>
>
```

-----=_NextPart_000_006E_01C83DF0.641719A0

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><FONT face=3DArial size=3D2>
<DIV><FONT face=3DArial size=3D2>Thanks Rod,</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV>That's exactly what I needed.</FONT></DIV>
<DIV><FONT face=3
```

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Thu, 25 Oct 2007 04:40:44 GMT

t;FONT=20
size=3D3D3D2>

I choose Polesoft Lockspam to=20
=3D
>fight =3D3D
> >>>spam, =
=3D3D3D
> =20
>>> >and=3D3D3D20
> >>> =20
>you?
<A=3D3D3D20
> >>> =20
=3D3D
> =3D
>>>>href=3D3D3D3D "<A=20
=
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.c'>http://=
/www.polesoft.com/refer.html">http://www.polesoft.c/<A>=3D
>om/r=
e=3D3D
> =20
>>>fer=3D3D3D
> >>> =
>>>=20
</DIV></BODY&g t;</HTML>
> =20
>>> >
> >>> =
>
> =20
>>>
> >>>
> =
>>><!DOCTYPE=20
HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> =20
>>><HTML><HEAD& amp ;gt;
> =
>>><META=20
http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
> =20
>>>charset=3D3D3Diso-8859-1">
> =
>>><META=20
content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
> =20
>>><STYLE></STYLE& amp;gt;
> =20
>>></HEAD>
> >>><BODY=20
bgColor=3D3D3D#ffffff>
> =
>>></DIV><FONT=20
face=3D3D3DArial size=3D3D3D2>I think I'll to a fresh=20
clone
=3D
>before
> =3D3D
> =
>>>anything=20
crazy=3D3D20
> =20
>>>happens!< ;/DIV>
> =20
>>></DIV>I =
might just try=20
it to =3D3D
> =20
>>>see.</DI V>
> =20
>>></DIV><FONT face=3D3D3DArial =
size=3D3D3D2>=20
</DIV>
> >>></DIV><FONT =
face=3D3D3DArial=20
size=3D3D3D2>Is it just you and me with =3D
>Paris =
and
> =20
a
> >> =3D3D
> >>>UAD=20

=3D
>time.
Rod
 "Tom
> >>=20
=3D3D
> >>>Bruhl"=3D3D20
> > >>>=20
>>> =20
<<A =3D
>href=3D3D3D"<A=20
=
href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A'>mailto:arpegi=
o@comcast.net">arpegio@comcast.net</A>>=20
=3D3D
> >>>
> >>> =20
wrote:
>
>&a mp;
>&I have to assume it =
works and=20
sounds =3D3D
> >>>good. =3D3D20
> =20
>>> Anyone
>&tried it with Paris yet? I know =
Rod=20
said =3D3D
> =
>>>that
>&4.7=3D 3D20
> =20
>>> and up won't render stereo with plugins=20
anymore.
>&I =3D3D
> =
>>>really=20
want=3D3D20
> >>> that thing!!! \$50 off too =
with=20
their Christmas=3D3D20
> >>> =20
=
deal.
>
>&Any one?
>
>& & ;<B=
R>>&I=20
choose Polesoft =3D3D
> =
>>>Lockspam=3D3D20
> =20
>>> to fight spam, and =3D3D
> =20
>>>you?
>&http://www.polesoft.com/refer.html=20
=3D3D20
> >>> =20

>
>& !DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =

4.0=3D3D20
> >>> =20
=
Transitional//EN" >
><HTML>& l t;HEAD>
>=
<META=3D3D20
> =20
>>> http-equiv=3D3D3D3DContent-Type=20
content=3D3D3D3D"text/html;=3D3D20
> >>> =20
=
=3D3D3D
>& charset=3D3D3D3Diso-8859-1">
><MET=
A=20
=3D3D
> =
>>>content=3D3D3D3D"MSHTML=3D3D20
> =20
>>> 6.00.2800.1400"=3D3D20
> =
>>> =20
=3D3D
> =20
=
>>>name=3D3D3D3DGENERATOR>& l t;BR>><STYLE></STY=
LE>
></HEA=3D3D
> =20

>>>D>
>& amp;lt;BODY=3D3D20
> =
>>>> => 20
bgColor=3D3D3D3D#ffffff>
>& am p;lt;DIV><FONT =
face=3D3D3D3DArial=20
=3D3D
> =
>>>>size=3D3D3D3D2><I=3D3D20
> => 20
>>>> have to assume

Subject: Re: Crackling on disk Bounce
Posted by [Rod Lincoln](#) on Thu, 25 Oct 2007 04:43:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

it works =3D3D3D
>&and=20
=3D
 >&sounds=3D3D3D20
>&good.=3D3D2 0
> => 20
>>>> => 20
Anyone</DIV><BR& am p;gt;><DIV><FONT=20
=3D3D
> =
>>>>face=3D3D3D3DArial=3D3D20
> => 20
>>>> size=3D3D3D3D2><I tried it with Paris yet? I know=20
=3D3D3D
>&Rod=3D3D20
> >>> =
=3D3D
> => 20
=
>>>>said=3D3D3D20
& >that</DIV><B=
R>><DIV><FONT=3D3D
> => 20
>>>>=3D3D20
> >>> =
face=3D3D3D3DArial=20
size=3D3D3D3D2><I 4.7 and up won't render stereo=20
=3D
>&with=3D3D20
> >>> =
=3D3D
> => 20
=
>>>>=3D3D3D
>&plu gins=3D3D3D20
>&anymore.<=
t;/FONT></DIV>
> ;& am p;=3D3D
> => 20
>>>>lt;DIV><FONT=3D3D20
> >>> =

face=3D3D3D3DArial size=3D3D3D3D2><I/FONT> =3D3D
> =

=
>>>></DIV><BR&g t;><DIV><FONT=3D3D20
>&= => 20
>>>> face=3D3D3D3DArial size=3D3D3D3D2><I I really want =
that=20
thing!!! \$50 =3D3D
> >>>&=3D3D3D
>&off =20
too=3D3D20
> >>> =
with=3D3D3D20
>&their=20
Christmas=3D3D20
> >>> => 20
deal.</DIV><BR& am p;gt;><DIV><FONT=20
=3D3D
> =

>>>face=3D3D3D3DArial=3D3D20
> =20
>>> size=3D3D3D3D2></DIV>
<FONT =3D3D
> =20
>>>face=3D3D3D3DArial=3D3D20
> >>> =

=3D3D
> =20
=
>>>size=3D3D3D3D2>Anyone?< /FONT></DIV>
&=
gt;<DIV><FONT=3D3D
> =20
>>>=3D3D20
> >>> =20
size=3D3D3D3D2>

I choose Polesoft Lockspam to =
fight=20
=3D3D
> >>>spam,=3D3D20
> =
>>> =20
=3D3D
> =20
=
>>>=3D3D3D
>and =3D3D3D20
>you?
=
<A=3D3D3D20
>href=3D3D3D3D"<A=3D3D20
> =20
>>> =3D3D
> =20
=
=3D
>>>href=3D3D3D'http://www.polesoft.com/refer.html">=
>http://www.polesoft.com/=3D
>refer=3D3D
> =20
=
=3D
>>>'>http://www.polesoft.com/refer.html">http://=
>www.polesoft.com/refer</A=3D
>=3D3D
> =20
=
>>>>=3D3D3D
&am p;gt;.html=3D3D20
> =
=20
>>> =3D3D
> =20
=
>>></DIV&am p;gt;</BODY></HTML><BR&am p;gt;=
>
>
< /=3D3D
> =20
>>>BLOCKQUOTE></BODY& gt;</HTML>
> =20
>>>
> >>>
> =20
>>=3D20
> >
> =20
>
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =
4.0=20
Transitional//EN">
><HTML><HEAD>
><META=20
http-equiv=3D3DContent-Type content=3D3D"text/html";=20
=3D
>charset=3D3Diso-8859-1">
><META =
content=3D3D"MSHTML=20
6.00.2800.1400"=20
=
name=3D3DGENERATOR>
><STYLE></STYLE>
></HEA=
D>
><BODY=20
bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial =
size=3D3D2>Hey=20
Rod,</DIV>
><DIV><FONT =

face=3D3DArial=20

size=3D3D2>>What are settings to use in 3.3 wrapper
=3D
>so =
l=20

Subject: Re: Crackling on disk Bounce

Posted by [Mike Audet](#) on Thu, 25 Oct 2007 10:48:04 GMT

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

TYLE>

> > >>> ></HEAD>

> > >>> ><BODY bgColor=3D3D3D3D#ffffff>

> > >>> ><DIV>I have to assume

=

>it =3D

> >works =3D3D3D

> > >>> >and sounds=3D3D3D20

> > >>> >good. Anyone</DIV>

> > >>> ><DIV>tried it with =

>Paris =3D

> >yet? I know

> > >> =3D3D

> > >>>=3D3D3D

> > >>> >Rod said=3D3D3D20

> > >>> >that</DIV>

> > >>> ><DIV>4.7 and up won't

=

>render

> =3D

> >stereo

> > =3D3D

> > >>>with =3D3D3D

> > >>> >plugins=3D3D3D20

> > >>> >anymore.</DIV>

> > >>> ><DIV> </DIV>

> > >>> ><DIV>I really want =

>that =3D

> >thing!!! \$50

> > >> =3D3D

> > >>>=3D3D3D

> > >>> >off too with=3D3D3D20

> > >>> >their Christmas deal.</DIV>

> > >>> ><DIV> </DIV>

> > >>> ><DIV><FONT face=3D3D3D3DArial =

>size=3D3D3D3D2>Anyone?</DIV>

> > >>> ><DIV>

I choose Polesoft Lockspam

=

>to =3D

```

> >fight =3D3D
> > >>>spam, =3D3D3D
> > >>> >and=3D3D3D20
> > >>> >you?<BR><A=3D3D3D20
> > >>> =3D3D
> > =3D
> =
>>>>>href=3D3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
>t.c=3D
> >om/re=3D3D
> > >>>fer=3D3D3D
> > >>> >.html</A> </FONT></DIV></BODY></HTML>
> > >>> >
> > >>> >
> > >>>
> > >>>
> > >>><!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>I think I'll to a fresh
=
>clone
> =3D
> >before
> > =3D3D
> > >>>anything crazy=3D3D20
> > >>>happens!</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I might just try it to
=
>=3D3D
> > >>>see.</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> IV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Is it just you and me =
>with =3D
> >Paris and
> > a
> > >> =3D3D
> > >>>UAD these=3D3D20
> > >>>days?</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Sheesh it's gettin' =

```

```

>lonely =3D
> >around these
> > >> =3D3D
> > >>>
> > >>>parts.</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > >>><DIV> </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.c=
>om<=3D
> >/A>&g=3D3D
> > >>>t;=3D3D20
> > >>> wrote in message <A=3D3D20
> > >>> =3D
> =
>>href=3D3D3D"news:47619bf0$1 @linux">news:47619bf0$1 @linux</A>...</DIV><BR=
>>|
> > >> =3D3D
> > >>>havn't=3D3D20
> > >>> tried the demo yet. For some reason the timed demo's don't =
>work =3D
> >=3D3D
> > >>>on<BR>my=3D3D20
> > >>> system. I just buy it...except last time I got burned by the =
>=3D
> >no=3D3D20
> > >>> render<BR>bug...so I don't know what I'll do this =3D
> >time.<BR>Rod<BR>"Tom
> > >> =3D3D
> > >>>Bruhl"=3D3D20
> > >>> <<A =3D
> >href=3D3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>> =
>=3D3D
> > >>>
> > >>> wrote:<BR>><BR>><BR>>I have to assume it works and sounds =
>=3D3D
> > >>>good. =3D3D20

```

> > >>> Anyone
>tried it with Paris yet? I know Rod said =3D3D
> > >>>that
>4.7=3D3D20
> &
