

Read Me

Digidesign Plug-Ins

This Read Me documents known issues with Digidesign and Digidesign-distributed plug-ins for Pro Tools 7.0 software. (Refer to the Pro Tools TDM or LE Read Me for known issues with DigiRack plug-ins.)

Demo Mode with 7.0 Plug-Ins and Software Options

Digidesign 7.0 plug-ins and Pro Tools 7.0 software options no longer include time-limited demos. Instead, plug-in and option demos require an iLok USB Key and an iLok license for evaluation. If you would like to obtain a demo license, please visit the individual product pages located on the Digidesign Web site (www.digidesign.com) and click on the Demo button.

Compatibility

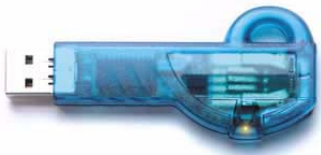
For the latest compatibility information, visit the Digidesign Web site (<http://www.digidesign.com/compato>)

Installation and Operation

For software installation and operating instructions, refer to the electronic PDF documentation included with the plug-in software. For additional information about plug-ins and their operation, refer to the *Digidesign Plug-Ins Guide*.

Copy Protection

Many Digidesign plug-ins are authorized using the iLok USB Smart Key (iLok), manufactured by PACE Anti-Piracy, Inc.



iLok USB Smart Key

The iLok is similar to a dongle, but unlike a dongle, it is designed to securely authorize multiple software applications from a variety of software developers. This key can hold over 100 licenses for all of your iLok-enabled software. Once an iLok is authorized for a given piece of software, you can use the iLok to authorize that software on any computer.

See the *iLok Usage Guide* for details, or visit the iLok Web site (www.iLok.com).

⚠ *The iLok USB Smart Key is not supplied with your plug-in or software option. You can use the one included with certain Pro Tools systems (such as Pro Tools|HD-series systems), or purchase one separately.*

Miscellaneous Plug-In Issues

The followings sections document miscellaneous plug-in issues for Pro Tools 7.0.

Updating Plug-Ins and PACE Software

(Windows XP Only)

If you see the “Updated driver required” warning while launching Pro Tools 7.0, you need to update your PACE extensions. Visit the PACE Web site at <http://www.paceap.com> for an updated installer.

Transferring Sessions with Plug-Ins from Lower Versions of Pro Tools to Pro Tools 7.0


When importing data from sessions created in lower versions of Pro Tools, any associated plug-in settings files are not imported. You will need to copy the plug-in settings files manually (in the Finder).

Transferring Sessions with Plug-Ins Between TDM and LE Systems

When transferring sessions between LE and TDM systems, plug-in settings should be copied to the session’s Plug-In settings folder. This helps restore the proper plug-in preset names.

RTAS Plug-Ins and DAE –6031 or –9128 Errors on TDM Systems

When using RTAS plug-ins on TDM systems, you may encounter DAE –6031 or –9128 errors. In these instances, you can increase the H/W Buffer Size and CPU Limit percentage in the Hardware Setup dialog (refer to the *Pro Tools Reference Guide* for details) to get better system performance. With slower CPUs, you may also need to reduce the number of RTAS plug-ins used in the session to get acceptable results.

 *In addition to slower screen redraws and UI responsiveness, larger Hardware Buffer sizes can affect automation accuracy for plug-in parameters and mute data, as well as timing for MIDI tracks.*

AudioSuite Processing and Side-Chain Inputs

Side-chain inputs for plug-ins (such as d3, Compressor, and Limiter) have no effect on AudioSuite processes when the Selection Reference is set to Region List.

Known Issues

The following sections document known issues you may encounter in using plug-ins with Pro Tools, along with workarounds if they exist.

Bruno/Reso

Bruno and Reso Plug-Ins Lose MIDI Beat Clock Setting When Opened in Versions of Pro Tools Lower Than 6.2

The Digidesign Bruno and Reso plug-ins automatically receive MIDI Beat Clock in Pro Tools 6.2 and higher. If you open a session created in Pro Tools 7.0 on a system with a pre-6.2 version of Pro Tools, you will need to manually reassign MIDI Beat Clock for the Bruno and Reso plug-ins.

DINR

DINR LE iLok Authorization Update

Previous DINR iLok authorizations will no longer work with DINR AudioSuite. Customers using the AudioSuite version of DINR Broadband Noise Reduction will require a new iLok authorization. iLok Authorizations for TDM versions of DINR Broadband Noise Reduction are unaffected. Customers with registered versions of the DINR plug-in will receive updated DINR LE authorizations through iLok.com. If you require an updated DINR LE authorization within your iLok.com account, please contact Digidesign Customer Service.

Learn Mode with Multiple Hum Removal-TDM Modules

Only one Hum Removal-TDM module may be placed in Learn mode at a time. Learning the same hum-type noise on more than one track can be accomplished by placing Pro Tools in Loop mode, isolating a section of the undesired hum (which must be larger than 0.5 seconds), making a selection and looping it during Playback. Separate Learn processes may then be performed on the original and subsequent Hum Removal modules during playback.

Using First Audio Learn mode with multiple BNR-TDM modules on the same track First Audio Learn Mode cannot be used on the second and subsequent BNR modules assigned to the same mixer channel. First Audio Learn mode is triggered by the start of playback and uses the first 16 milliseconds of audio to create the Noise Signature. Due to the processing delay inherent within BNR, second and subsequent modules using First Audio Learn mode would actually Learn silence if Learn is armed prior to playback. Alternative Learn methods for this scenario are as follows:

Method 1: Begin playback before activating First Audio Learn

First Audio Learn mode can be performed during playback. Once playback has begun, the second and subsequent BNR modules can be opened and Learn performed. Playback must begin sufficiently early for the desired noise section to be used for Learn. Alternatively, Pro Tools can be put in Loop Mode, and the isolated noise section (which must be larger than 0.5 seconds) can be selected and looped during Playback. The second and subsequent BNR modules can then be opened and Learn performed.

Method 2: Use Last Audio Learn Mode

Using Last Audio Learn Mode in the later BNR modules provides another alternative. Refer to the *Digidesign Plug-Ins Guide* for details on using Last Audio Learn Mode.

SoundReplacer

SoundReplacer Support for Split Stereo (.L/.R) Files

SoundReplacer provides support for processing and replacing audio with split stereo files. When a stereo audio replacement is desired, selecting the .L mono side of a split stereo file will automatically load the corresponding .R side of the same file. This assumes that both the .L and .R sides of the stereo file are in the same location (directory).

SoundReplacer Support of AIFF Files

SoundReplacer supports 8-, 16-, and 24-bit AIFF audio files. Compressed AIFF files are not supported.

SoundReplacer Stereo Support

In the current version of SoundReplacer, waveform display of the dry stereo signals is displayed as the sum of the two (stereo) tracks instead of a mono waveform displayed in some previous versions.

SoundReplacer Replacement Audio Presets Not Converted

SoundReplacer replacement audio files are not converted when you use File > Save Session Copy In and Enforce PC/Mac Compatibility mode is checked. The audio replacement presets files are not converted even if the Items to Copy: Session Plug-In Settings Folder option. To ensure PC compatibility, only use .wav files as the replacement audio file format. To ensure PC compatibility for existing sessions that use SoundReplacer replacement audio which is not in the .wav audio file format, manually convert the replacement audio files.

Synchronic

Synchronic Samples Not Loaded after Opening a Session (Pro Tools HD on Windows Only) (Item #58593)

In certain cases, Synchronic samples are not loaded after opening a session. This is only a problem when the samples loaded into Synchronic exceed loops longer than four bars in length.

Importing Long File Names into Synchronic RTAS and AudioSuite (Pro Tools HD, LE, and M-Powered on Windows Only) (Item #69070)

Synchronic is unable to open files that have a name that exceeds 63 characters in length. The workaround is to rename these files before loading them into Synchronic.

Inserting Synchronic During Playback Results in Synchronic not Playing Back After Stopping and Starting Playback (Pro Tools HD Only) (Item #52105)

With Pro Tools HD only, if you insert Synchronic on an audio track during playback, it does not play back after the Pro Tools Transport has been stopped and started again. If this happens, stop playback, deactivate and reactivate Synchronic, and the start playback. Synchronic will then play back properly. You can also avoid this problem by placing an audio region on the track. (Note that the audio on the track will effectively be muted by Synchronic.)

Synchronic Playback Starts Late (Item #52764)

In Pro Tools 6.4.1 and lower, when you start playback, Pro Tools does not send MIDI Beat Clock until after twice the H/W Buffer Size has elapsed. Because of this, if the H/W Buffer Size is higher than 256, Synchronic may start playback noticeably late. To avoid this problem, set the H/W Buffer Size to 256 or 128. In addition, regardless of what H/W Buffer size you use, set Beat 1 of Bar 1 to a location that exceeds twice the H/W Buffer Size. Taking both these precautions will ensure that MIDI Beat Clock is accurate when you start playback at the beginning of the session.

Synchronic Plays Back Out of Synchronization with the Session (Item #53449 and 53871)

Synchronic may play back out of synchronization with the session for the following reasons:

- ◆ Certain Sound module operations (such as Generate Missing and Delete Slice) can change the number of slices in a Sound preset. Changing the number of slices during playback may cause the playback position to jump, and cause Synchronic to play back out of synchronization. Stopping and starting playback will re-synchronize Synchronic playback.
- ◆ Synchronic relies upon a correct sequence of MIDI Beat Clock messages for accurately synchronized playback. If Synchronic misses a portion of these messages then it will not be able to playback in accurate synchronization with the session. For example, if Synchronic is deactivated and later reactivated during playback, it will have missed a portion of the MIDI Beat Clock sequence.

Audible Clicks When Switching Synchronic Plug-In Settings During Playback (Item #52108)

During playback, switching plug-in settings (including Compare) may result in an audible click or pause, due to sound files being loaded from disk into RAM. If a single settings file can not encompass all the sounds and presets desired during playback, uses a second Synchronic insert on another track to recall additional settings.

Automated Preset Changes Slightly Off (Item #53865)

If you use automation to control preset changes, place automation breakpoints slightly ahead of the point at which the change is desired. Since Synchronic triggers all Sound and Playback changes according MIDI Clock boundaries, a thirty-second note ahead of time is recommended.

Click Plug-In Triggers Synchronic MIDI Note Assignments (Pro Tools LE and M-Powered Only) (Item #53387)

With Pro Tools LE and M-Powered only, if the Click plug-in is inserted on a track with Synchronic also inserted on another track, Synchronic receives the MIDI note ons from the Click plug-in. To avoid this problem, set the Click plug-in's note number to one that is unassigned in Synchronic.