Digidesign Plug-Ins

This Read Me documents known issues of plug-ins for Pro Tools 5.1.1 TDM systems (Macintosh) and LE systems (Macintosh and Windows).

Mod Delay

Mod Delay Plug-In and Automation Data

Mod Delay cannot have automation data copied and pasted to the adjacent left or right audio channel. This occurs even when the automation data is to or from the same control. For example, Feedback Left automation data cannot be copied to Feedback Right.

To apply automation data to both the left and right channels of the Mod Delay stereo outputs, use multi-mono plug-ins in place of the stereo or mono-to-stereo Mod Delay. Multi-mono plug-ins allow automation to be linked, thereby providing the same automation data to all linked channels.

Dither

DigiRack Dither Multichannel Limitations

The DigiRack Dither plug-in only provides eight channels of un-correlated dithering noise and is not supported for more than eight channels of Dither. If the DigiRack Dither is used on more than eight tracks, the dither's noise seeds begin to repeat themselves. For example, if two Quad DigiRack Dithers are instanced in a session, both Quad instances of dither will have all of its dither noise un-correlated. However, any additional instances of the Dither plug-in will begin to repeat its noise seeds.

Access Virus 1.1

Virus Plug-In Presets Delay while Loading Preset Library

With each instance of a Virus plug-in, presets may take several seconds to load into the plug-in's preset librarian. Plug-in presets begin to load when a user clicks on the preset librarian menu and not upon instancing the plug-in. Once the presets are properly loaded, there should no longer be a delay when accessing the plug-in's presets within the librarian. However, the same delay will occur when the plug-in is instanced in another insert.

Focusrite d2

Focusrite D2 Clip Indicator

Page 54 of the *Digidesign Plug-Ins Guide* states that the clip indicator on each D2 meter "indicates clipping by increasing its brightness as successive samples are clipped." Instead, any clipped sample will trigger a bright red indicator in the meter.

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

SoundReplacer Improved Stereo Support

Stereo support in SoundReplacer has been improved. The waveform display of the dry signal is now displayed as the sum of the two (stereo) tracks (instead of a mono waveform).

SoundReplacer Crash when Opening Unsupported Audio Replacement Files (Windows Only)

The SoundReplacer plug-in may crash if unsupported audio replacement files are loaded into the plug-in. Please refer to the Sound Replacer section of the *Digidesign Plug-Ins Guide* for supported audio file formats.

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.

DINR

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.

D-Verb

Bouncing Tracks with D-Verb RTAS Plug-In Instanced (Pro Tools TDM Systems Only)

On Pro Tools TDM systems, bouncing tracks to hard disk when a D-Verb RTAS plug-in is instanced on one or more of the tracks may result in error messages or a system "freeze." As a workaround, bus the tracks you wish to bounce to a stereo audio track and record, or use the TDM version of the D-Verb plug-in instead. Note that Pro Tools supports bouncing tracks to hard disk for all other RTAS plug-ins on TDM systems.

Miscellaneous Plug-In Issues

The followings sections document miscellaneous plug-in issues for Pro Tools 5.1.1

Routing MIDI Data to Plug-Ins

When a MIDI track's output is routed to a plug-in MIDI input (for Virus, Bruno/Reso, or DirectConnect), making the plug-in or its track inactive will cause the MIDI track's output to be set to "None." After making the plug-in active, make sure to reassign the MIDI track output.

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 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.

NOTE: 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.

AudioSuite Processing and Multi-Channel Regions

When processing multiple regions of different formats (mono and multi-channel surround, for example), only regions in the format supported by the plug-in will be processed.