

Digidesign Plug-Ins

This Read Me documents known issues with Digidesign and Digidesign-distributed plug-ins for Pro Tools 6.4 software. (Refer to the Pro Tools TDM or LE Read Me for known issues with DigiRack plug-ins.)

Known Issues

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

Updating Plug-Ins and Pace Software

(Windows XP Only)

If you see the “Updated driver required” warning while launching Pro Tools 6.4, you need to update your Pace extensions. Locate and run the PACE 5.0 Installer on the Pro Tools TDM 6.4 Installer CD-ROM before launching Pro Tools.

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. If you open a session created in Pro Tools 6.2 on a system with an earlier version of Pro Tools, you will need to manually reassign MIDI Beat Clock for the Bruno and Reso plug-ins.

Bruno and Reso on Pro Tools 6.1 Systems with DSP Farms

Pro Tools 6.0 or 6.1 customers with DSP Farms in their systems must use the 6.1 versions of Bruno/Reso. The installer for these plug-ins can be found in the Additional Files\6.1 Plug-Ins folder on the Digidesign Plug-Ins CD. (Pro Tools 6.2 and later versions of the Bruno and Reso plug-ins are incompatible with the DSP chips on DSP Farm cards, and should not be used.)

DINR

DINR LE 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 Waveform Display

With previous releases of SoundReplacer, the waveform display updates its window contents after a selection has been made from the scroll bar. You can now view SoundReplacer waveform updates in real-time, by holding down the Ctrl key while dragging the waveform selection with the mouse or input device. For fine control, Ctrl+Command can be used while continuously scrolling through the waveform displayed.

SoundReplacer Plug-In and Mono Audio Files

When using Sound Replacer, the source mono audio file is not updated when updating the view of the file in Mono mode. To update the view, re-instantiate the Sound Replacer plug-in, update the mono waveform in Stereo mode, and then revert to mono for processing.

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.

Miscellaneous Plug-In Issues

The followings sections document miscellaneous plug-in issues for Pro Tools 6.2.

Transferring Sessions with Plug-Ins from Older Versions of Pro Tools to Pro Tools 6.2

When importing data from sessions created in earlier 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.

Inserting the First RTAS Plug-In in a Session Requires the Transport be Stopped

The first time an RTAS plug-in is inserted in a session, the Transport must be stopped. After the initial instantiation, additional RTAS plug-ins can be inserted during playback.

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.

AudioSuite Processing and Multichannel Regions

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