

Development Partners Plug-Ins

This Read Me documents known issues with Digidesign-distributed third-party plug-ins for Pro Tools 6.1 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 6.1, along with workarounds if they exist.

Access Virus Indigo

Virus Indigo Plug-In Presets Delay while Loading Preset Library

With each instance of a Virus Indigo 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 inserting 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 chosen for another insert in the same session.

Aphex Aural Exciter

Aural Exciter Drive Gain Boost Reduced

The Drive gain boost in version 2.0 of Aural Exciter has been reduced to +6 dB/+18 dB. This is down from the +12 dB/+24 dB settings in previous versions of Aural Exciter. This change allows for a hotter input signal without clipping the harmonic generator. Previously, the Drive meter would often clip even at moderate signal levels. The Drive gain boost in Big Bottom Pro was not changed because a Drive level control exists to dial in the desired amount.

Fixed Distortion in the Aural Exciter SPR Function

It has recently been discovered that in previous versions of the Aural Exciter, audio below 150 Hz and above -5 dB becomes distorted when run through the SPR function. This problem is fixed in version 2.0.

Aphex Aural Exciter Doesn't Compensate for TDM Delay when Bypassed (Item #35505)

The Aphex Aural Exciter plug-in has 3 samples of TDM delay when bypassed and 14 samples of delay when active. Users will need to compensate for this delay manually using the DigiRack Time Adjuster plug-in when the plug-in is bypassed.

Dolby Surround Tools

Dolby Surround Panner on Windows XP

The Crosshair control in the Windows XP version of the Dolby Surround Panner plug-in does not move. The plug-in is fully functional otherwise.

Mute Button on Dolby Surround Panner Plug-In

(Mac OS 9 and Windows XP Only)

If the Dolby Surround Panner plug-in's Mute button light is on when a session is saved, the Mute button light does not restore when the session is reopened. However, the Dolby Surround Panner plug-in is still correctly muted. Toggle the Mute button off and on to turn the light back on.

Settings Files for the Dolby Surround Panner and Decoder Plug-Ins

Plug-in settings for both the Dolby Surround Panner and the Dolby Surround Decoder plug-ins will show up in the settings list for each plug-in. If a Dolby Surround Panner setting is chosen for the Dolby Surround Decoder plug-in, no settings will change. The same is true if a Dolby Surround Decoder setting is chosen for the Dolby Surround Panner plug-in.

Sonic NoNOISE

DeCrackling Process Not Operational

The DeCrackling function of Sonic NoNOISE for Pro Tools is not operating properly in version 1.2 of NoNOISE for Pro Tools. This is due to a bug that is in the process of being fixed, and will be made available as soon as possible for all owners of NoNOISE. Please check the Digidesign web site for details (www.digidesign.com/support).

Error -34 "Disk Too Full" Or "No Audio Selected" Error Messages with NoNOISE DeCrackler or Manual DeClicker

(Mac OS 9 Only)

In certain workflows, you may encounter either the Error -34 Disk Too Full or No Audio Selected error messages when using the NoNOISE AudioSuite DeCrackler or Manual DeClicker.

To avoid this error make sure you have the following Audio Suite plug in options selected:

- 1 Select "Entire Selection" (not "Region by Region").
- 2 Select "Create Continuous File" (not "Create Individual Files").

Miscellaneous Plug-In Issues

The following sections document miscellaneous plug-in issues for Pro Tools 6.1.

Transferring Sessions with Plug-Ins from Older Versions of Pro Tools to Pro Tools 6.1

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.

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.

 *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.