


# Read Me

## Audio Plug-Ins Version 10.0

This Read Me documents important information and known issues for using Avid and Avid-distributed audio plug-ins. When available, workarounds are provided.

 Refer to the *Pro Tools® Read Me* for known issues for general *Pro Tools* plug-in operation.

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### Compatibility

For the latest compatibility information, visit the Avid website (<http://www.avid.com/compatibility>).

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### Installation and Operation

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

#### Copy Protection

Many software plug-ins are authorized using the iLok USB Smart Key (iLok), manufactured by PACE Anti-Piracy, Inc. Both the new and the previous versions of the iLok USB Smart Key can be used to authorize *Pro Tools*, and *Pro Tools* plug-ins and software options.




*New version of the iLok USB Smart Key*



*Previous version of the 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 hundreds of 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.

For more information, visit the iLok website ([www.iLok.com](http://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, or purchase one separately.*

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## Miscellaneous Plug-In Issues

The following sections document miscellaneous plug-in issues for Pro Tools and Pro Tools HD 10.0.

### **Pro Tools Quits on Launch when Loading Plug-Ins with Internet Explorer 8 and Certain Plug-Ins Installed (Windows Only) (Item #PTSW-3122)**

Certain plug-ins (such as AmpFarm, EchoFarm, and MDW EQ) use copy protection that conflicts with Internet Explorer 8. This can cause Pro Tools to quit unexpectedly when loading plug-ins on launch. Either uninstall Internet Explorer 8 or the specific conflicting plug-ins. You can also check for updated versions of plug-ins online.

### **Transferring Sessions with Plug-Ins from Lower Versions of Pro Tools to Pro Tools 7.x and Higher**


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 on Mac or in the Explorer on Windows).

### **Transferring Sessions with Plug-Ins Between Pro Tools|HD (TDM) and Host-based Systems**

When transferring sessions between Pro Tools|HD and host-based systems, plug-in settings should be copied to the session's Plug-In settings folder. This helps restore the proper plug-in preset names.

### **Native Plug-Ins and DAE –6031 or –9128 Errors on DSP Systems**

When using Native (RTAS and AAX) plug-ins on DSP (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 Native 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 Clip List.

### **Plug-In Find and Relink with File Types not Supported by Pro Tools (Item #111704)**

Find and Relink will not be triggered by plug-ins in situations where plug-ins supporting Find and Relink are missing links to file types that are not natively supported by Pro Tools (such as REX files). To have full Plug-In Find and Relink support, the file types used in plug-ins must also be supported by Pro Tools.

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## Avid Plug-Ins for Pro Tools and VENUE Systems

The following sections document known issues you may encounter in using specific Avid plug-ins with Pro Tools 10.0 and VENUE systems, along with workarounds if they exist.

### Avid Virtual Instruments

#### **Avid Virtual Instruments can only be Installed to the Default Location (Item #109288)**

Avid Virtual Instruments content can only be installed to the default location. To install the content to another location, you must do so manually. After installation, locate the Avid Virtual Instruments folder in the Pro Tools directory and move it to the desired location. Then, after you launch Pro Tool and insert an Avid Virtual Instrument plug-in that requires the content you moved. You will be prompted to redirect the plug-in to the new content location.

#### **Sessions Need to be Reloaded if Boom cannot Find Its Factory Content (Item #110969)**

If a session is loaded that contains the Boom instrument plug-in, but for some reason the Boom content file is not found, Boom will ask for the new content location. After the new content location is set, the session must be reloaded for Boom to play the correct settings from the session.

#### **Pro Tools Must be Restarted if any Avid Virtual Instruments Content is Moved while Pro Tools is Open (Item #110970)**

If the content file for a Avid Virtual Instruments plug-in is moved while the plug-in is being used in a session, the new content location needs to be set in the plug-in and Pro Tools needs to be restarted for the plug-in to play correctly.

### Bruno/Reso

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

The 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.x or higher 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.

### Click

#### **Click DSP (TDM) Plug-In Does Not Emit Sound at 4096 and 8192 HW Buffer Sizes (Item #79313)**

The Click DSP (TDM) plug-in does not emit sound at 4096 and 8192 HW buffer sizes if an Expansion chassis is present. Use the Native (RTAS) version of the plug-in instead.

### DINR

#### **DSP (TDM) BNR Does Not Pass Audio (Item #103386)**

If DSP (TDM) BNR is not passing audio after being inserted on a track, you may need to force the plug-in to use a different DSP chip. To do this, open the system usage window and take note of which DSP chip the plug-in is currently using. Then, make the plug-in inactive, pre-allocate the DSP the plug-in was just on by clicking on the DSP in the System Usage Window, then make the plug-in active again. This forces the plug-in onto a different DSP (you may need to turn off DSP cache when doing this, which can also be done in the system usage window).

#### **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 DSP (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 Avid Customer Service.

## **Learn Mode with Multiple Hum Removal-DSP (TDM) Modules**

Only one Hum Removal-DSP (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-DSP (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 *Audio Plug-Ins Guide* for details on using Last Audio Learn Mode.

## Eleven, Eleven LE, and Eleven Free

### **Eleven and Eleven Free Preset Compatibility (Item #104702)**

Eleven<sup>®</sup> plug-in presets are not compatible with Eleven Free; and Eleven Free plug-in presets are not compatible with Eleven.

### **System Instability with Too Many Instances of Eleven on 003, 003 Rack, Digi 002, or Digi 002 Rack (Item #97649)**

If you insert more Eleven plug-ins than your CPU can handle, and you are using an 003 or Digi 002 family interface, you may run into stability issues (especially during playback). These can include -6097 errors and application freezes. To avoid this behavior, monitor your CPU gauge in the System Usage window to ensure you do not insert more Eleven plug-ins than your CPU can handle. Avoid inserting Eleven on a track during playback.

If you are encountering -6097 errors because of CPU overload, turning Error Suppression on will usually allow you to then deactivate one or more Eleven plug-ins.

### **Pops and Clicks with Too Many Instances of Eleven on 003, 003 Rack, Digi 002, or Digi 002 Rack (Item #98919)**

If you insert more Eleven LE plug-ins than your CPU can handle, and you are using an 003 or Digi 002 family interface on an Intel-based Mac, you may hear pops and clicks in your session. This is a strong indication that you are over the threshold your CPU can handle. Should this occur, remove the Eleven LE plug-ins which caused the initial pops and clicks. Next, choose Setup > Playback Engine, change your H/W Buffer size to any other setting, and then change it back to its previous setting (this effectively resets your system). Click OK to close the Playback Engine dialog.

### **Inserting More than One Eleven Plug-In on a Single Track May Cause Strange Audio Artifacts (Item #98331)**

Feeding the output of an Eleven amp section into the input of another Eleven amp section on the same track is not recommended, as the multiple gain stages may amplify unwanted noise. As with any high-gain plug-in, Eleven will amplify anything preceding it in your signal chain. To avoid unexpected noise or sonic artifacts, we recommend that you do not use multiple instances of Eleven in series unless the amp section is bypassed in all but one of them.

## Mod Delay

### **Mod Delay II Plug-In Delay Time**

After a Duration (note value) has been set in the Mod Delay II window, changing the Delay time using a control surface (such as Avid's Control|24) will not deselect the Duration parameter. Changing the Delay time control in the plug-in window will work correctly.

### **Mod Delay Plug-In and Automation Data**

Mod Delay cannot have automation data copied and pasted to the adjacent left or right audio channel, 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.

## Pitch Shift

### **Pitch Shift AudioSuite Plug-In**

When batch processing several stereo or multi-mono files in the Clips List using the AudioSuite Pitch Shift plug-in with time correction turned off, the right channel of each resulting file after the first is random audio or white noise. If using the AudioSuite Pitch Shift plug-in, process each stereo or multi-mono file individually, or split the files into individual mono files prior to batch processing.

## Real Tape Flanger

### **DSP (TDM) Reel Tape Flanger Does Not Pass Audio (Item #103386)**

If DSP (TDM) Reel Tape Flanger is not passing audio after being inserted on a track, you may need to force the plug-in to use a different DSP chip. To do this, open the system usage window and take note of which DSP chip the plug-in is currently using. Then, make the plug-in inactive, pre-allocate the DSP the plug-in was just on by clicking on the DSP in the System Usage Window, then make the plug-in active again. This forces the plug-in onto a different DSP (you may need to turn off DSP cache when doing this, which can also be done in the system usage window).

## ReVibe

### **Constant Ringing, Feedback Noise in ReVibe when Using DSP Cache and a 64 Sample H/W Buffer Setting (Item #109386)**

A constant ringing, feedback noise can be generated in ReVibe in rare cases when using the 64 sample H/W Buffer setting and the DSP Cache is enabled. This usually occurs after opening and closing a session containing ReVibe repeatedly without clearing the DSP Cache or quitting Pro Tools. If this occurs, close the session, purge the DSP Cache and open the session again. Doing this should clear the ringing noise.

## ReWire

### **Severe Latency with MIDI Beat Clock when Using DigiRack ReWire (Item #35457)**

If MIDI Beat Clock data is sent from Pro Tools to a ReWire client, extreme latency may be heard when using a MIDI Keyboard to trigger the ReWire client. It is recommended that you do not route MIDI Beat Clock data from Pro Tools to a ReWire client.

## Signal Generator

### **AudioSuite Signal Generator Does Not Process (Item #35900)**

The AudioSuite Signal Generator plug-in defaults to "Create Individual Files." If you make a selection in the timeline that does not contain audio, you will need to select "Create Continuous File," or you will encounter a dialog warning you that no audio is selected.

## Signal Generator Pink Noise

The Signal Generator plug-in has an improved pink noise signal output that makes Signal Generator appropriate for room calibration and similar applications. This pink noise output level is much higher than in versions prior to version 5.3 of Signal Generator. To avoid audible distortion while running pink noise, set the Signal Generator volume slider to -12 dB to avoid clipping.

## Signal Tools

### SignalTools Support at 192kHz DSP (TDM) and Native (Item #79188)

SignalTools DSP (TDM) 6.1-, 7.0-, and 7.1-channel versions used in sessions with a sample rate 192 kHz will produce a DAE -7077 error. Use an Native (RTAS) version of SignalTools with a HW Buffer setting of 512 or higher, as the Native (RTAS) version produces pops and clicks with lower buffer sizes.

### SignalTools Lissajous Meter Graphic Artifacts (Items #73263)

Lissajous Meter produces graphic artifacts when feeding audio into the plug-in. Unlike the DSP (TDM) version, the Native (RTAS) version of SignalTools draws halo-like graphic artifacts when fewer than the maximum number of available processors is selected in the Playback Engine.

## Slightly Rude Compressor

### Converting the Slightly Rude Compressor from Native to DSP (TDM) Plug-In Formats Results in a -4 Error (Item #100660)

Do not convert the Slightly Rude Compressor from Native to DSP plug-in formats. To change the Slightly Rude Compressor from Native to DSP plug-in formats, re-insert the plug-in as a DSP plug-in.

## 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 is checked. 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.

## Strike

### The Incorrect Kit Loads in Strike when Using the Pro Tools Plug-In Preset Menu (PTSW-152859)

When using the Pro Tools Plug-In Preset menu, Strike may load the incorrect kit. To resolve this issue, reload the preset and then select the kit that you would like to use with it.

## Structure and Structure Free

### **Structure May Not Find Its Database (Mac Only) (Issue #105337)**

Structure may not be able to find its Content database. After inserting Structure on a track, a Scan Content dialog may appear asking if you want to scan Structure's database to locate content. After clicking Yes, the Scan Content Dialog reappears, indicating that Structure's content cannot be found. To correct this, user rights for the Structure Content folder must be set to "Read and Write." To fix this, do the following:

- 1 Quit Pro Tools.
- 2 Locate the Structure Content folder located on your computer at one of the following locations:
  - /Applications/Avid/Avid Virtual Instruments/Structure Free
  - /Applications/Avid/Avid Virtual Instruments/Structure QuickStart
  - /Applications/Avid/AIR Content/Structure
- 3 Control-click the folder and select Get Info from the pop-up menu.
- 4 Click Ownership and Permissions in the Info window, and select Read & Write.



*The Ownership and Permissions menu may be dimmed. If so, click the Lock icon, enter your username and password at the prompt, and then set permissions to Read and Write.*

### **After Installing Pro Tools 10, Structure Free Appears in the Plug-In Insert Selector Instead of the Full Version of Structure Even Though the Full Version of Structure was Already Installed (Mac Only) (PTSW-150093)**

After installing Pro Tools 10 Structure Free appears in the Plug-In Insert selector instead of the full version of Structure even though the full version of Structure was already installed on your computer. To correct this issue, quit Pro Tools, delete the DAE preferences located in /Users/<username>/Library/Preferences/DAE Prefs, and then relaunch Pro Tools.

### **Using the Pro Tools 9.0.5 Uninstaller Also Uninstalls Structure (PTSW-151154)**

When using the Pro Tools 9.0.5 Uninstaller to uninstall Pro Tools 9.x, the Structure plug-in is also uninstalled from your computer. To avoid this issue, do not use the Pro Tools 9.0.5 uninstaller (you do not need to uninstall Pro Tools 9.x before installing Pro Tools 10). If you encounter this issue, you will need to reinstall Structure after you install Pro Tools 10.

### **Legato Mode in Structure Free Incompatible with Full Version of Structure (Issue #96337)**

The Glide feature in Legato mode in Structure Free is incompatible with the full version of Structure. If Glide is set to On or Legato in Structure Free at the patch level, it can not be switched off in the full version of Structure if you have then updated to the full version of Structure from Structure Free.

### **Adding Patches, Parts, or Folders During Playback May Interrupt Playback (Issue #93503)**

Adding a sample patch, part, or folder during playback by dragging may interrupt playback. Add patches when playback is stopped.

### **Cannot Enter Back Slash on Browser Page (Issue #87084)**

Back slash characters cannot be entered in the path text field on the Browser page.

## 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 are loops that are longer than four bars in length.

### **Importing Long File Names into Synchronic Native and AudioSuite (Windows Only)**

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 then start playback. Synchronic will then play back properly. You can also avoid this problem by placing an audio clip 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 to MIDI Clock boundaries, a thirty-second note ahead of time is recommended.

## TL Aggro

### **Key Input Inactive on Copied Insert (Item #71516)**

Key Input on TL Aggro may be rendered inactive when copying a DSP (TDM) version of TL Aggro using Option-Drag to another insert. The Key Input is not functional on the newly copied insert if you remove the original insert. Deactivating and Re-activating the new insert of TL Aggro fixes the problem.

## TL EveryPhase

### **Plug-In Mapping Issues with TL Every Phase (Item #105419)**

When using TL Every Phase with the plug-in mapping feature in Pro Tools (Pro Tools 8.0 and higher), the following limitations exist: There will be no red overline around the Direction and Source sections when they are armed for mapping and the Direction and Source labels will not respond to mouse clicks when in Learn mode. To workaround this you can click the LFO button to map Source and the Up button to map Direction.

### **Automation from Lower Version of TL EveryPhase Is Lost (Item #71786)**

Any automation written to the Width, Feedback, Depth, or Manual controls using an older version of TL EveryPhase is lost. To preserve automation effects, Bounce these tracks to disk.



### **Mod Source and Mod Direction Have No Automation Highlighting (Item #71745)**

Mod Source and Mod Direction can be automated, but they do not have automation enabled highlighting.

## TL Space (DSP and Native)

### **Unable to Dismiss Reset Dialog from Control Surface (Item #51558)**

When using TL Space with a control surface, after clicking Reset in TL Space the dialog is posted: “Are you sure you want to reset? All parameters will be reset to default values.” This dialog cannot be dismissed by pressing the Escape button on your control surface. The Escape button does not flash when the dialog is open.

### **Multichannel (Greater than Stereo) Native Inserts Unavailable in Pro Tools HD (Item #72226)**

This condition occurs when both TL Space DSP (TDM) and TL Space Native are installed. You may only have one of these products installed at one time. If you are using Pro Tools HD, you should only have TL Space DSP installed. (TL Space DSP includes Native versions.)

### **The IR Menu or Directory Does Not Open when Selected (Item #72227)**

This condition occurs when both TL Space DSP (TDM) and TL Space Native are installed. You may only have one of these products installed at one time. If you are using Pro Tools HD, you should only have TL Space DSP installed. (TL Space DSP includes Native versions.) If you are using a host-based Pro Tools system, you should only have TL Space Native installed.

## TL Utilities (TL Metro, TL MasterMeter, and TL InTune)

### **TL MasterMeter Does Not Work on a VENUE System (Item #71506)**

TL MasterMeter is not currently supported on VENUE systems.

## TL Labs Plug-Ins and VENUE

There are a few known issues with Trillium Lane Labs Plug-Ins on VENUE systems:

- TL EveryPhase extends beyond viewing space of the main plug-in viewing screen. (Item #52718)
- TL EveryPhase does not function when a bar value is specified (for example, 1 bar) in the Duration selector. However, TL EveryPhase works fine when a beat or note setting is selected (for example, 3 beats). (Item # 52719)
- TL EveryPhase Link To Tempo button is ignored on VENUE systems since VENUE software does not provide Beat Clock. (Item #71508)
- TL MasterMeter does not currently function on a VENUE system. (Item #71506)

## Xpand!<sup>2</sup>

### **Pro Tools Quits Unexpectedly when Rapidly Switching Between Presets (Item #111120)**

With Xpand!<sup>2</sup>, rapidly loading many different presets in the Plug-In Setting dialog or rapidly switching presets using the Next and Previous Setting buttons can cause Pro Tools to quit unexpectedly.

### **Xpand2 May Not be Able to Find Its Content when First Launched (PTSW-151446)**

When you first launch Xpand2 its content may not be found and you will not be prompted to locate it. To resolve this issue, make Xpand2 inactive then active again, and you will then be prompted to locate the content.

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## Development Partner Plug-Ins

The following sections document known issues you may encounter in using specific Avid-distributed third-party plug-ins with Pro Tools 10.0, along with workarounds if they exist.

### Access Virus Indigo

#### **Virus Indigo Plug-In and Latched Output Signal when Toggling Bypass (Item #39834)**

Virus Indigo fails to restore its latched output signal when Bypass is toggled.

### Drawmer Dynamics

#### **(Mac OS X Only)**

When opening sessions created in Pro Tools 6.4 or lower that contain Drawmer Dynamics plug-ins, any automation of KeyHiPass and KeyLoPass will be lost.

### Sonic NoNOISE

#### **Broadband DeNoising Sharpness and Attenuation Editing**

When adjusting the Sharpness or Attenuation parameters in the Broadband DeNoising plug-in, mouse and control surface response and performance may appear to slow down. This is due to the large amounts of data being handled by the NoNOISE plug-in, and the amount of processing these parameters require. For best control, use your computer keyboard to enter in values for Sharpness and Attenuation.

#### **Sonic NoNOISE AudioSuite Unsupported at 176/192 KHz (Item #52588)**

The AudioSuite version of Sonic NoNOISE is not currently supported at 176/192 kHz. Using NoNOISE at this sample rate can introduce artifacts in your audio.