Read Me

Audio Plug-Ins Version 11.0

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.*

Compatibility

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

Installation and Operation

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

Pro Tools 11 must be installed, launched, and then quit once before installing 64-bit AAX Plug-ins. (PTSW-184194)

The Plug-Ins folder to drop the 64-bit AAX plug-ins is created after launching Pro Tools 11 for the first time. If you try installing the plug-ins before this, drag and drop function will not work. To avoid any problems, install Pro Tools 11 and launch it at least once before installing the 64-bit AAX Plug-Ins.

Plug-In Issues

The followings sections document plug-in issues for Pro Tools 11.0 and Pro Tools HD 11.0.

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 (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.

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 10.2 and VENUE systems, along with workarounds if they exist.

Click II

Sessions saved with Click II in Pro Tools 11 convert plug-in to Click when opened in Pro Tools 10 (PTSW-184399)

Click II is only supported in Pro Tools 11 systems and higher. When sessions with Click II are opened on Pro Tools 10 systems or lower, the Click II plug-in is replaced by Click. If you need to retain your Click II sounds, it is recommended that you bounce or bus record the Click II track to an audio track before opening the session in lower versions of Pro Tools.

Eleven, Eleven LE, and Eleven Free

Eleven and Eleven Free preset compatibility (104702)

Eleven$^®$ 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 (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 de-activate 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 (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 (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.

Real Tape Flanger

DSP Reel Tape Flanger does not pass audio (103386)

If DSP 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 (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 ReWire (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 (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.

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.

Development Partner Plug-ins

Structure Free

Pro Tools quits unexpectedly when loading EXS files into Structure Free (THP-2268)

Pro Tools will quit unexpectedly when loading EXS files into Structure Free. Use a third-party application to convert EXS files to supported file formats for import into Structure Free in Pro Tools.